



Date 05/20/15

- Board Team Final
- Network Approval Board
- Record Board
- Animatic Scan Board
- Conformed Board
- Design Board 05/20/15
- Final Board

"Summer Showers"
1034-223
Final Board



Adventure Time Created by
Pendleton Ward

Supervising Director
Elizabeth Ito

Storyboard by
Graham Falk

Animation Studio
RDK

JUN 09 2015

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1034/223

1034/223

1034/223

ADVENTURE TIME

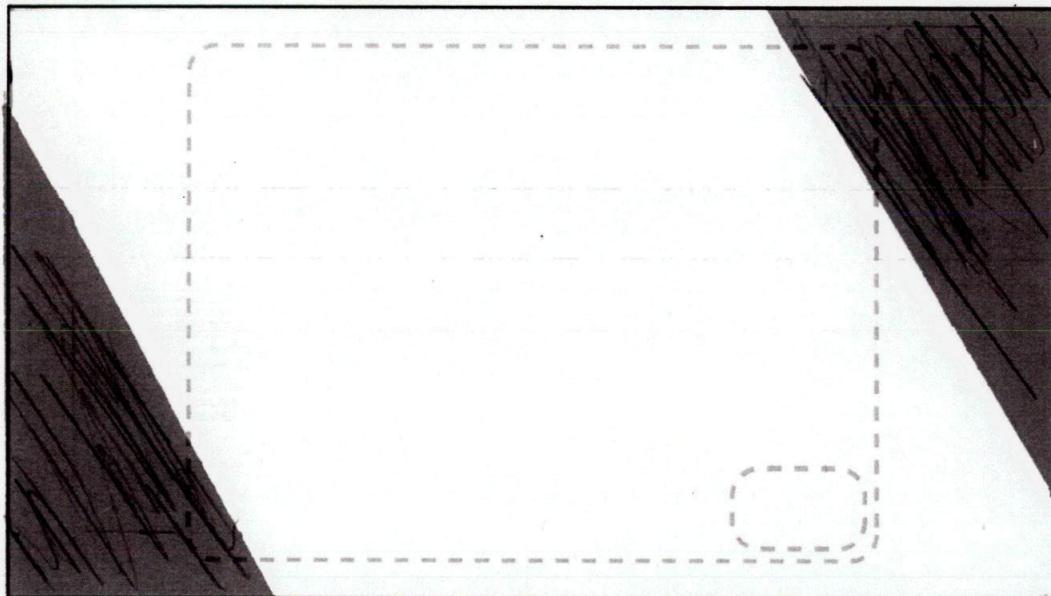


Sc. 01

Pnl. A

Bg.

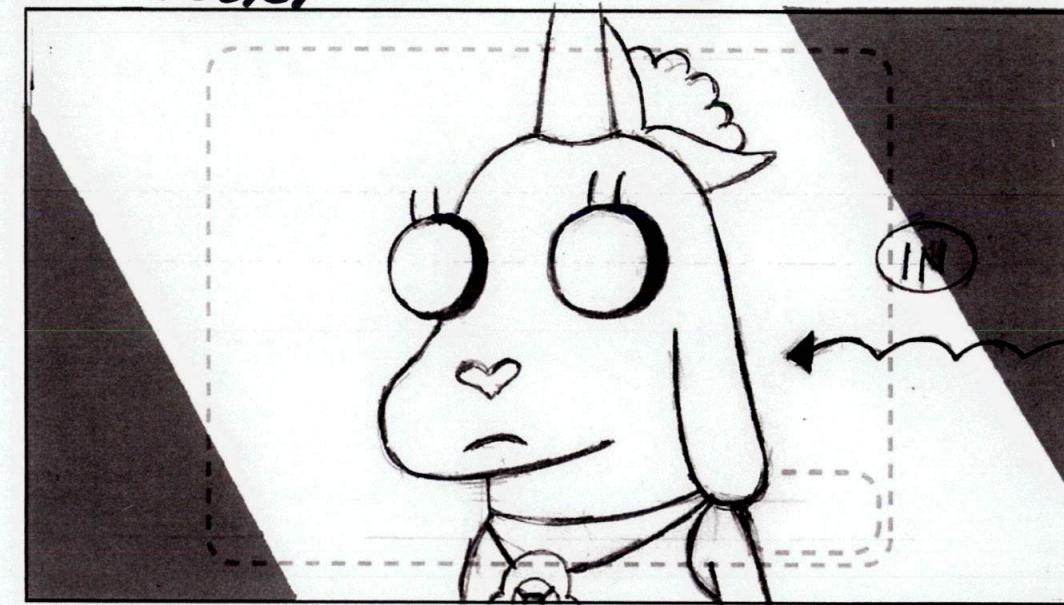
day night



Sc. 01

CONT Pnl. B

Bg.

Page 01
NO PG 2
day night

1034 / 223

Dialog:

Action: Close on: a spotlit area of an empty stage.

Viola walks on-screen.

Timing:

SP

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Production :

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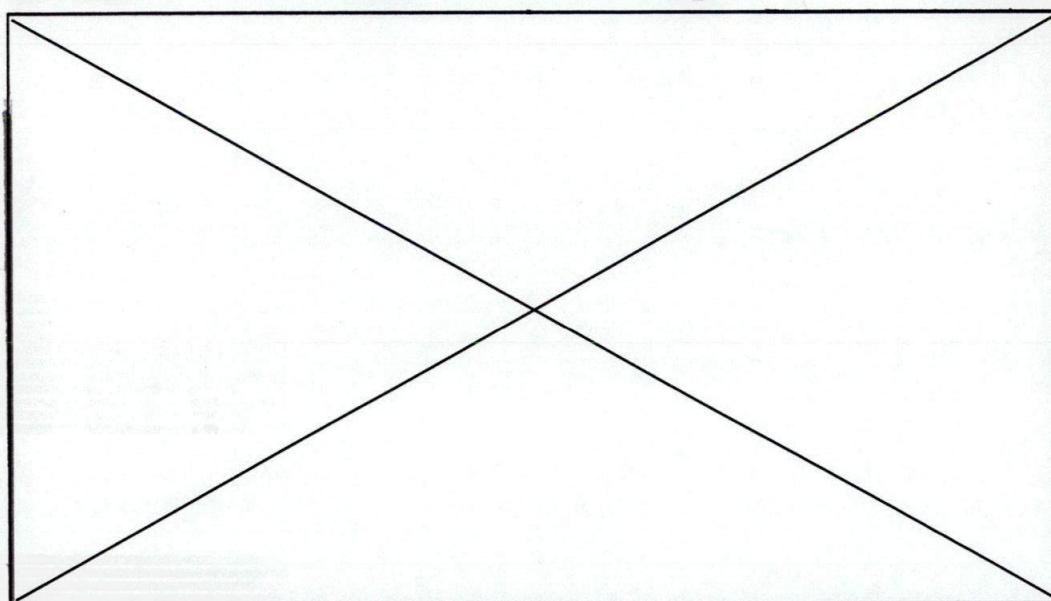
EPISODE #

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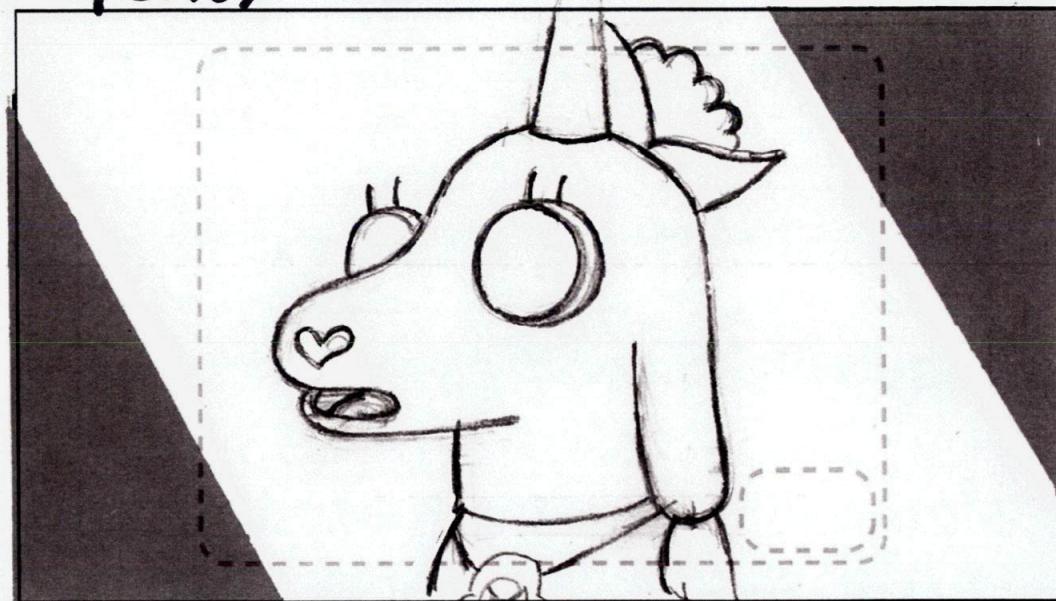
ADVENTURE TIME

Page 03**Sc.** OUT**Pnl.****Bg.**

day night

**Sc. 01** | *cont***Pnl. C****Bg.**

day night



1034/223

Dialog:Viola: Time...**Action:**

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME

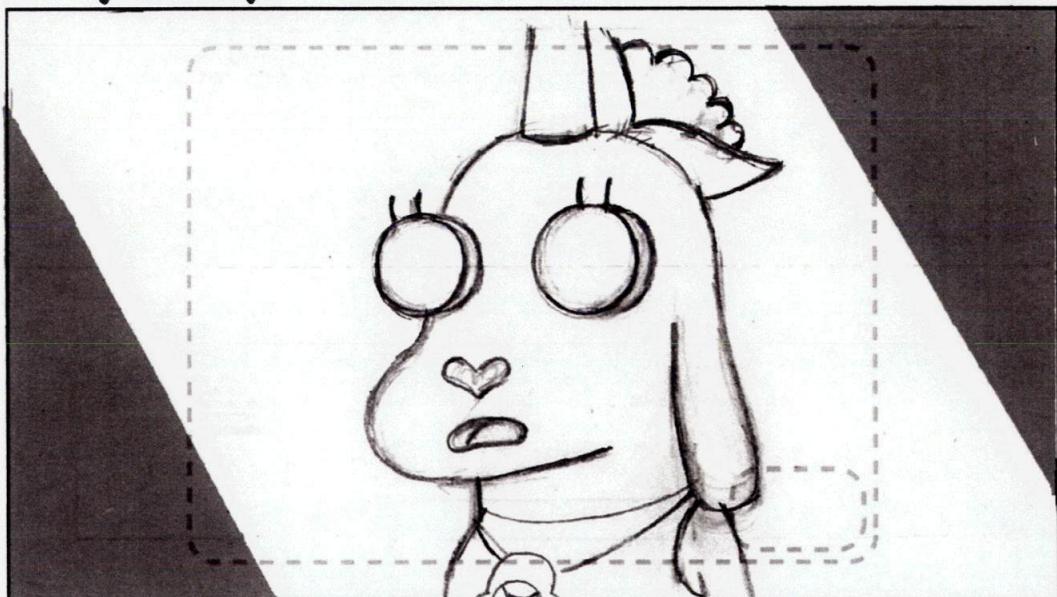


Page 04

Sc. 01 cont Pnl. D

Bg.

day night

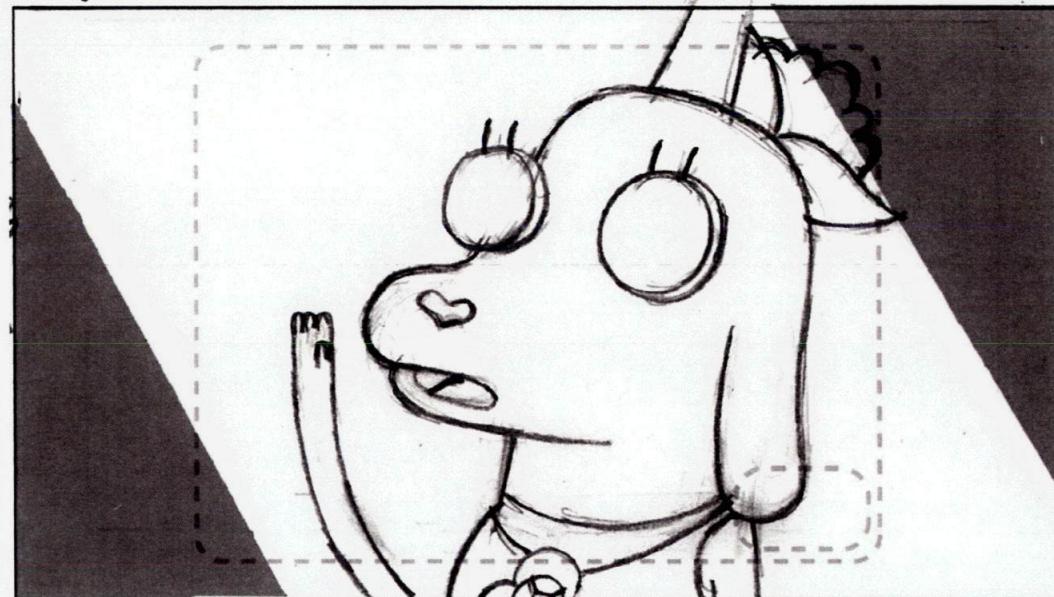


Sc. 01 cont

Pnl. E

Bg.

day night



Dialog:

Viola: is a slippery devil.

Viola: Our lives are sudden .

Action:

Viola continues emoting (acting) ...

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Timing:

Production :

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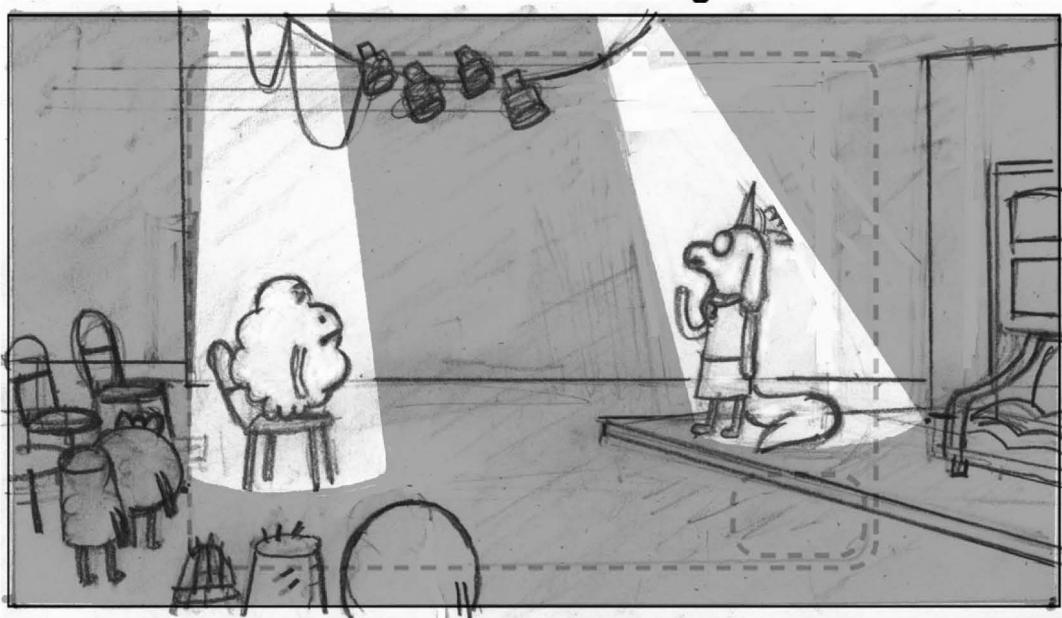
Page 05

Sc. 02

Pnl. A

Bg.

day night

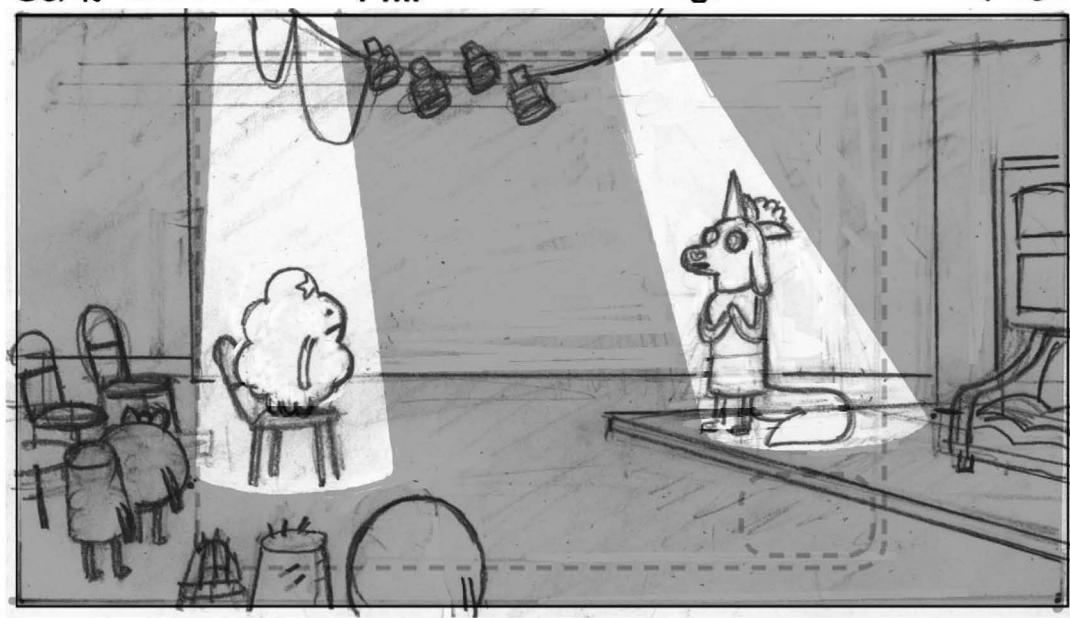


Sc. 02 *cont*

Pnl. B

Bg.

day night



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Dialog: Viola: They come and go like . . .

Viola: . . . like a summer shower.

Action: Wide shot reveals: LPS watching Viola's acting.

~ Viola finishes her acting.

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Timing:

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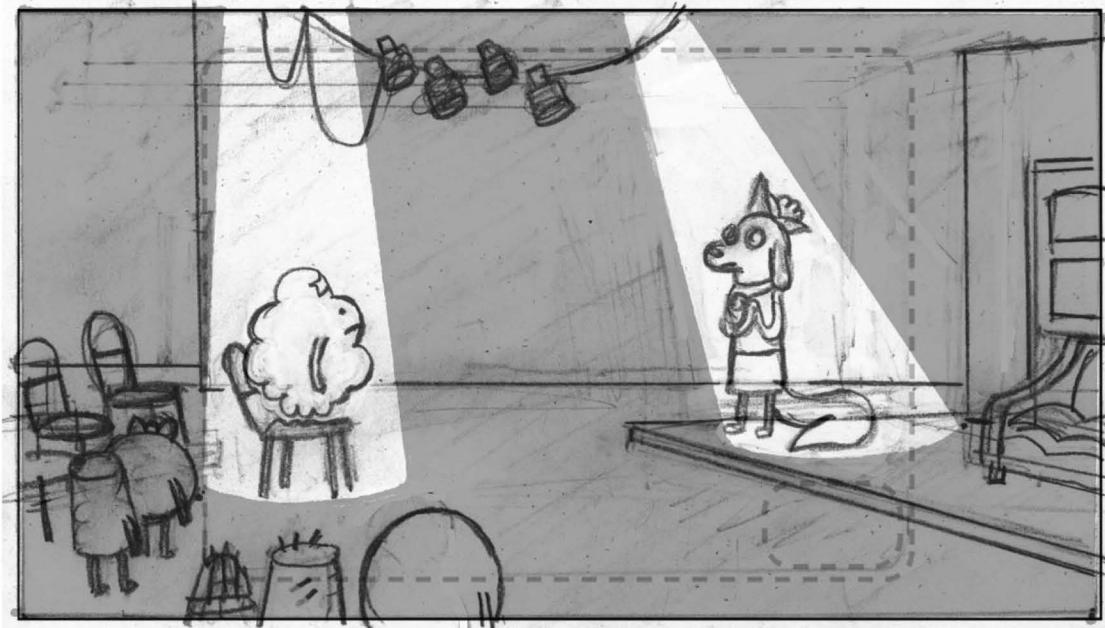
Page 06

Sc. 2 *CONT*

Pnl. C

Bg.

day night

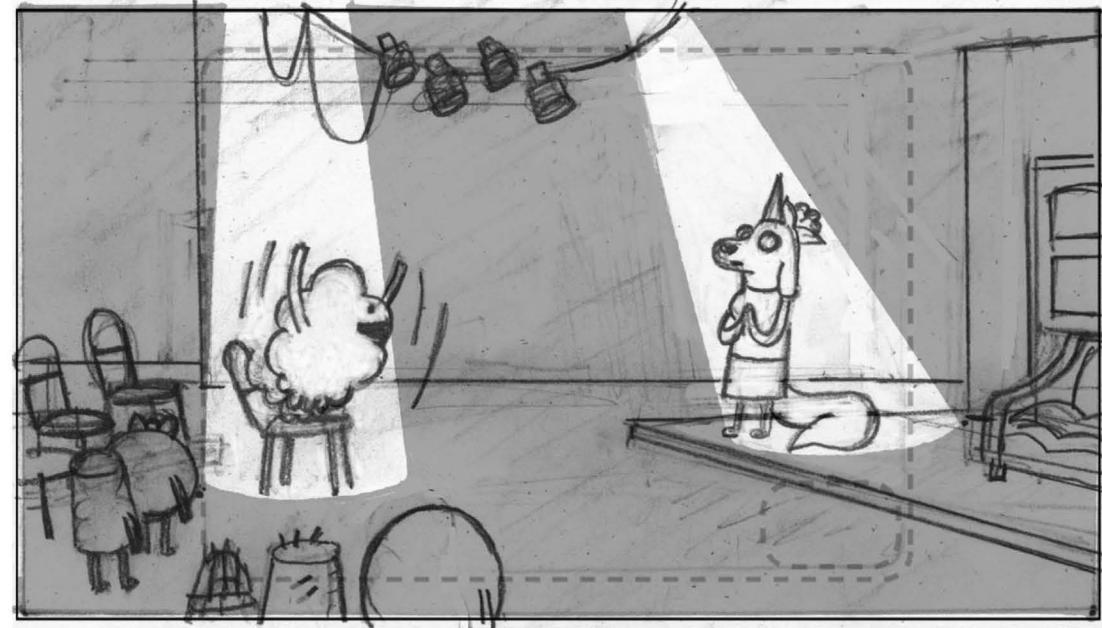


Sc. 2 *CONT*

Pnl. D

Bg.

day night



Dialog:

LSP: OH MY GLOB!

Action: LSP stares at Viola for a beat.

LSP is enthusiastic!

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Timing:

Production :

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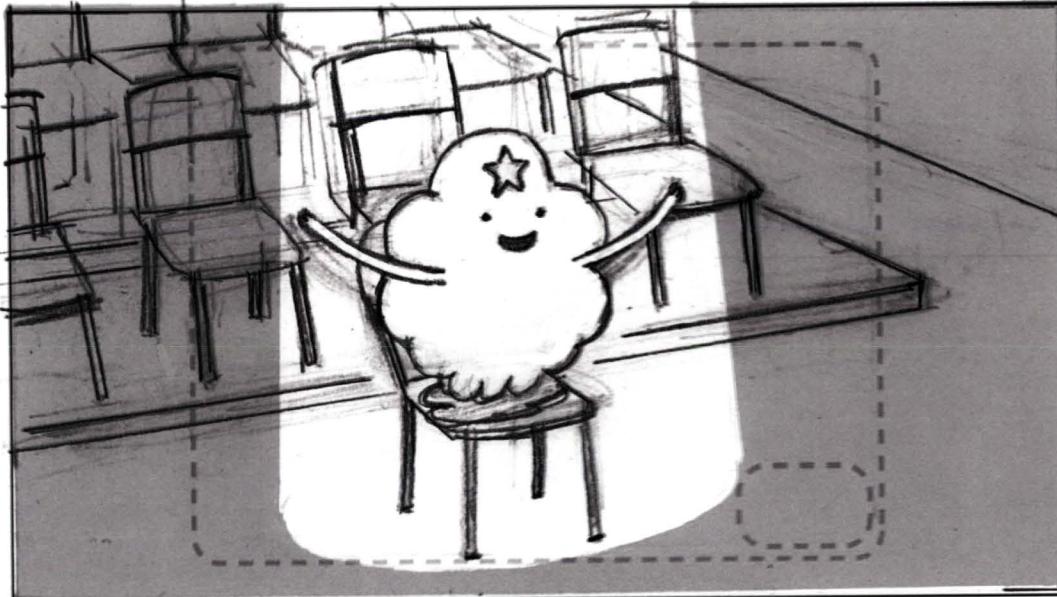
Page 07

Sc. 3

Pnl. A

Bg.

day night

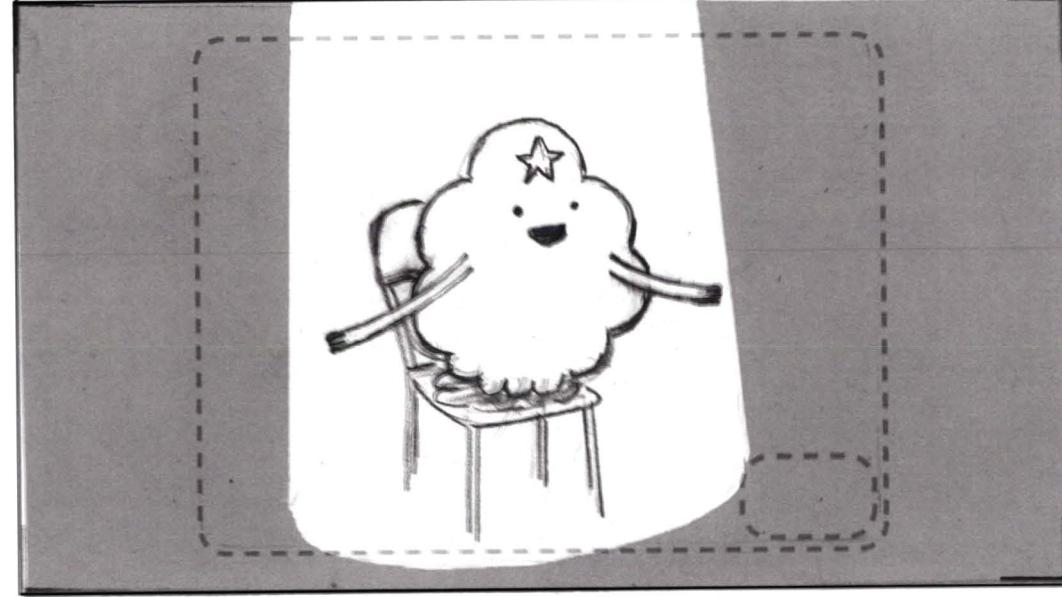


Sc. 3 *cont*

Pnl. B

Bg.

day night



Dialog:

LSP: You got the --

LSP: -- part!

Action:

Closer on LSP, enthusiastic.

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Timing:

Production :

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ADVENTURE TIME



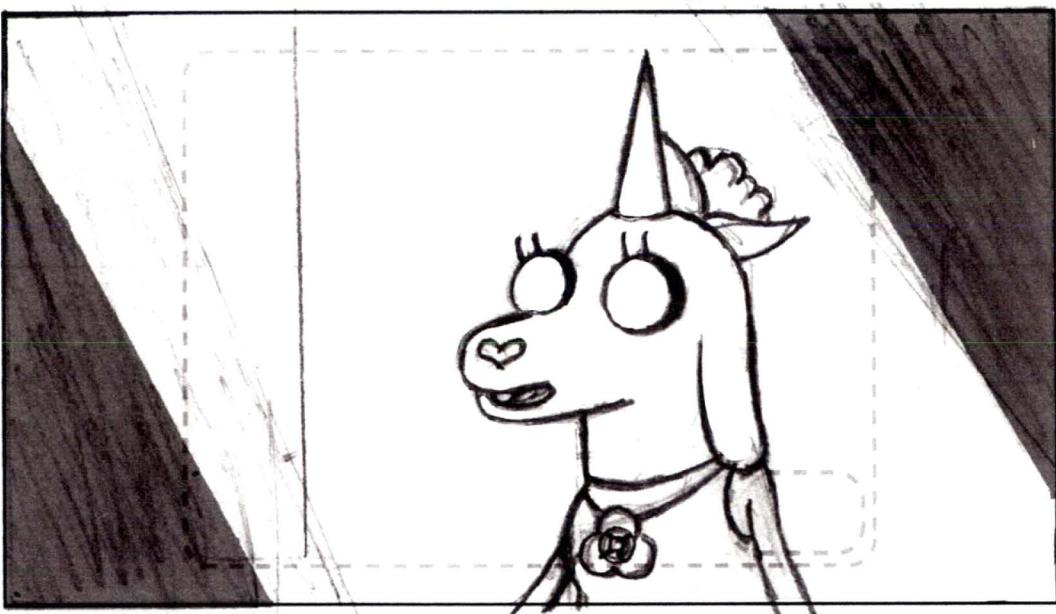
Page 08

Sc. 04

Pnl. A

Bg.

day night



Sc. 04 cont

Pnl. B

Bg.

day night



Dialog:

Viola: I - - -

Viola: - - - did?

Action:

Close on Viola.

Viola peers out through the spotlight.

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Timing:

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Page 09

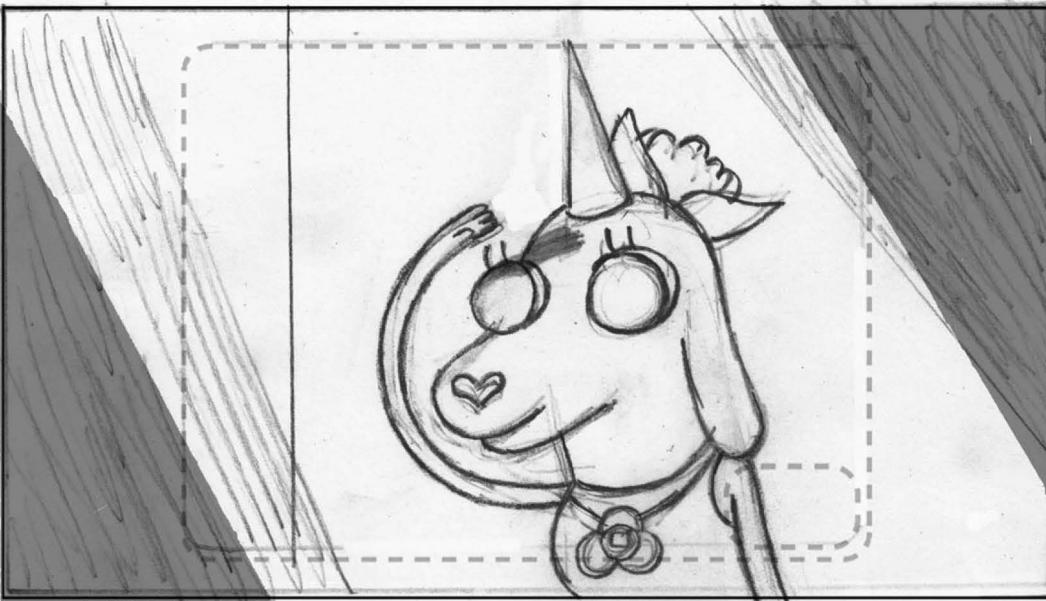
1034 / 223

Sc. 4 ~~CONT~~

Pnl. C

Bg.

day night

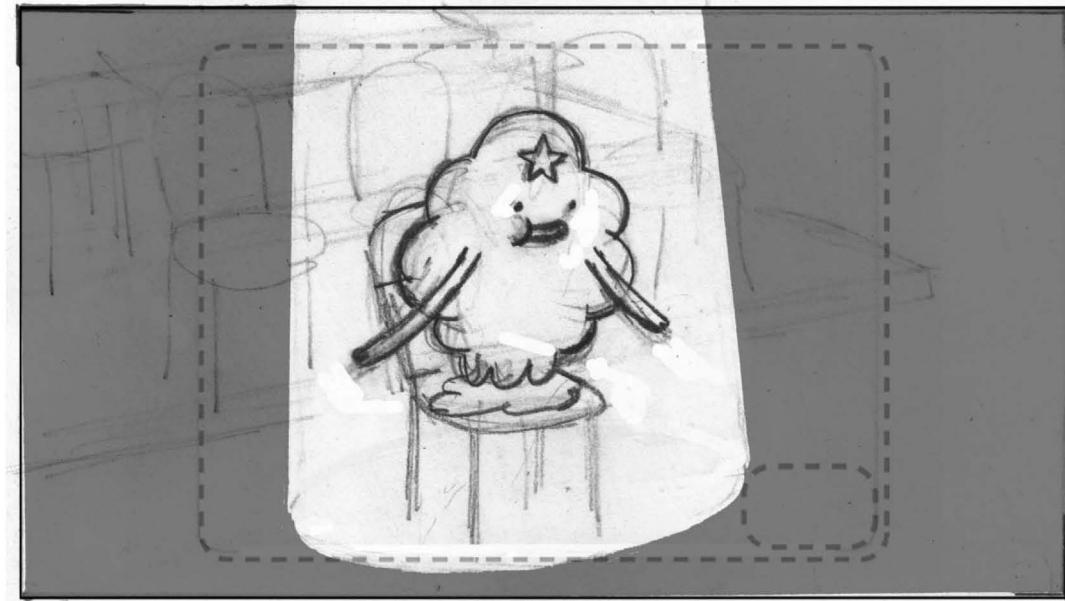


Sc. 5

Pnl. A

Bg.

day night



Dialog:

Action:

(Start pose.)

LSP is enthusiastic.

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Timing:

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Production :

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Page 10

Sc. 5 ~~cont~~

Pnl. B

Bg.

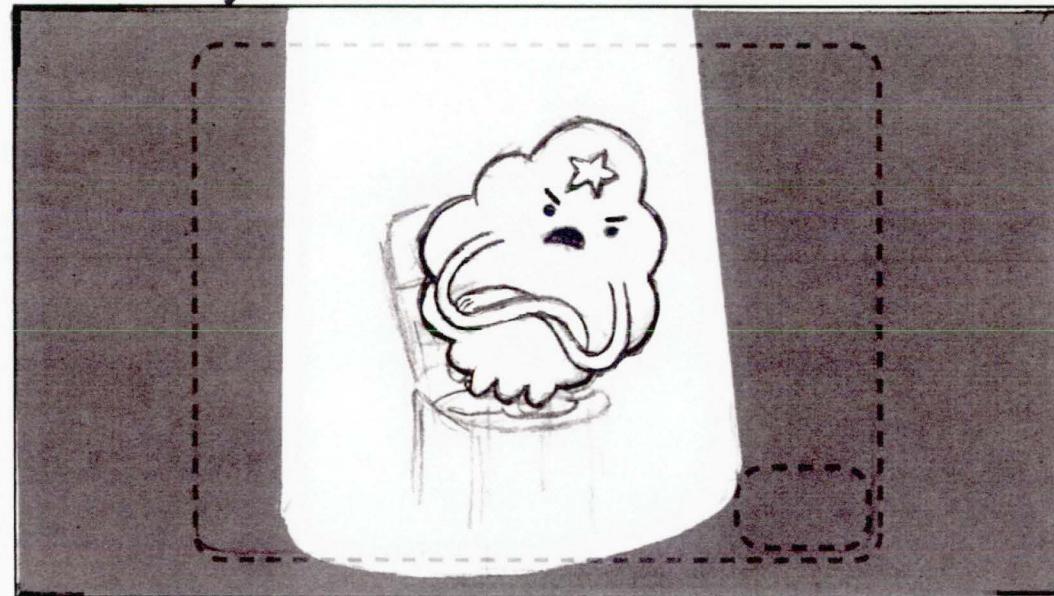
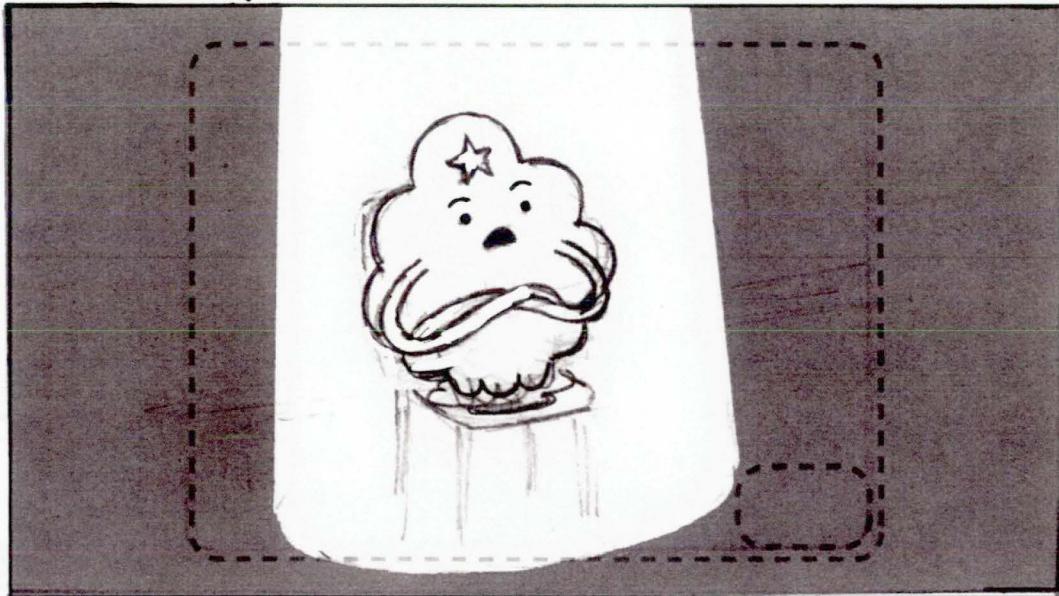
day night

Sc. 5 ~~cont~~

Pnl. C

Bg.

day night



Dialog:

LSP: Well not that part.

LSP: You were terrible.

Action:

LSP qualifies her enthusiasm.

LSP is now critical!

Timing:

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Production :

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ADVENTURE TIME



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Page

Sc. 5 ~~CONT~~

Pnl. D

Bg.

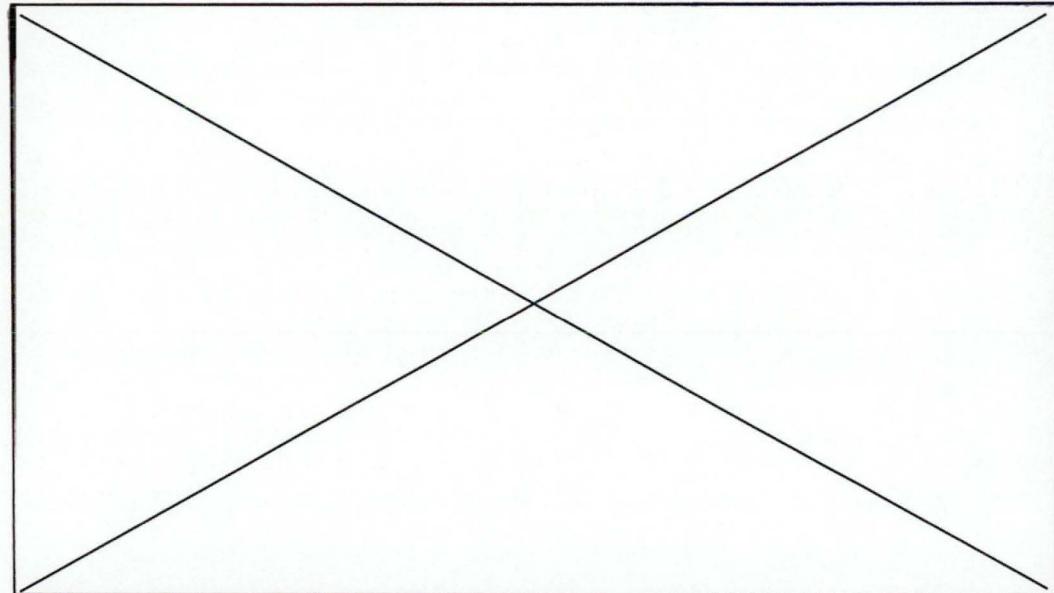
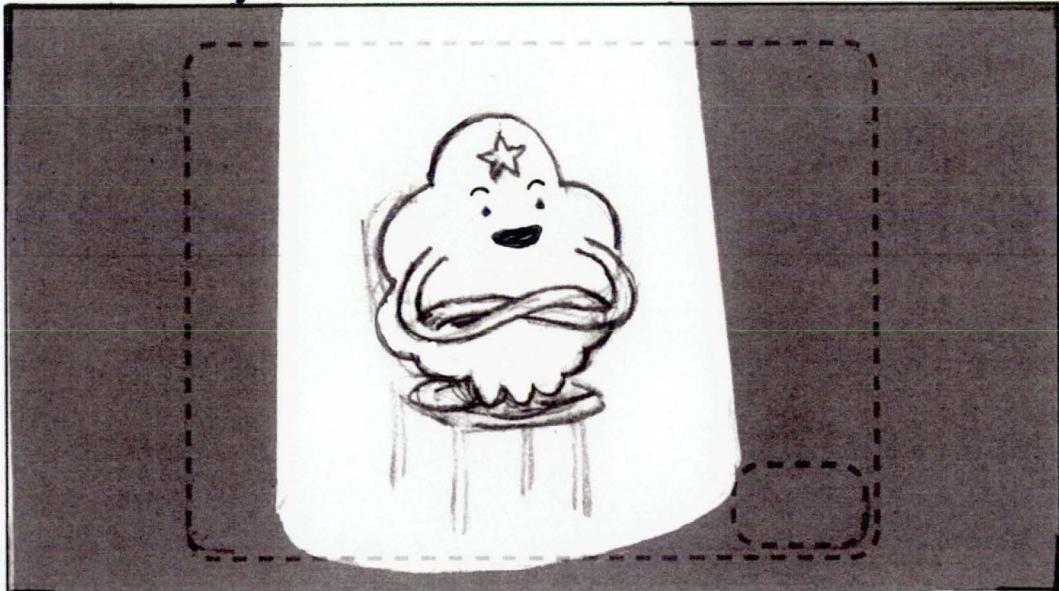
day night

Sc. OUT

Pnl.

Bg.

day night



Dialog:

LSP: But you can be my personal assistant.

Action:

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Timing:

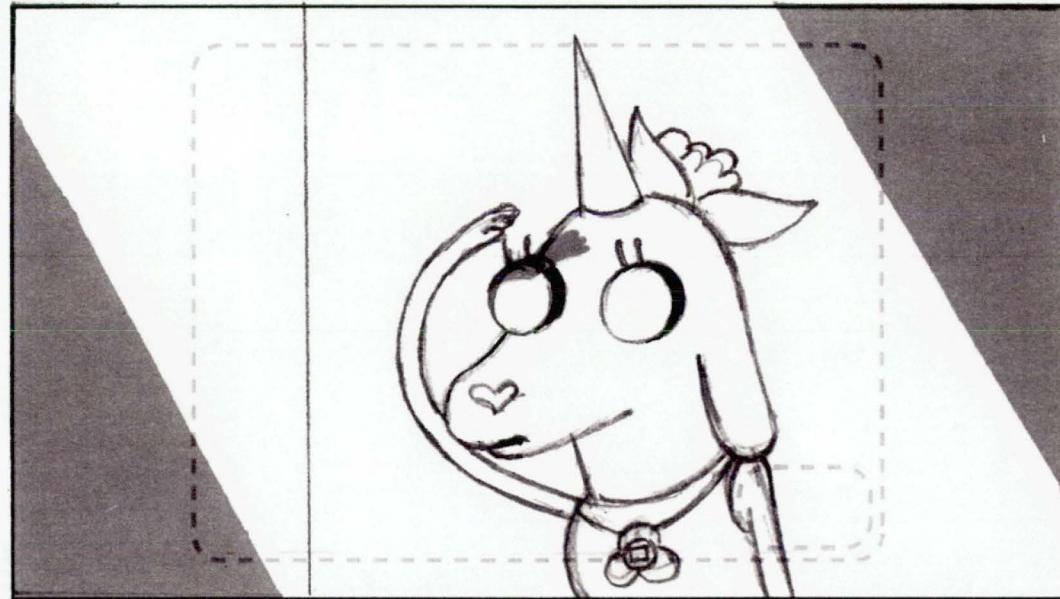
Production :

1034/223

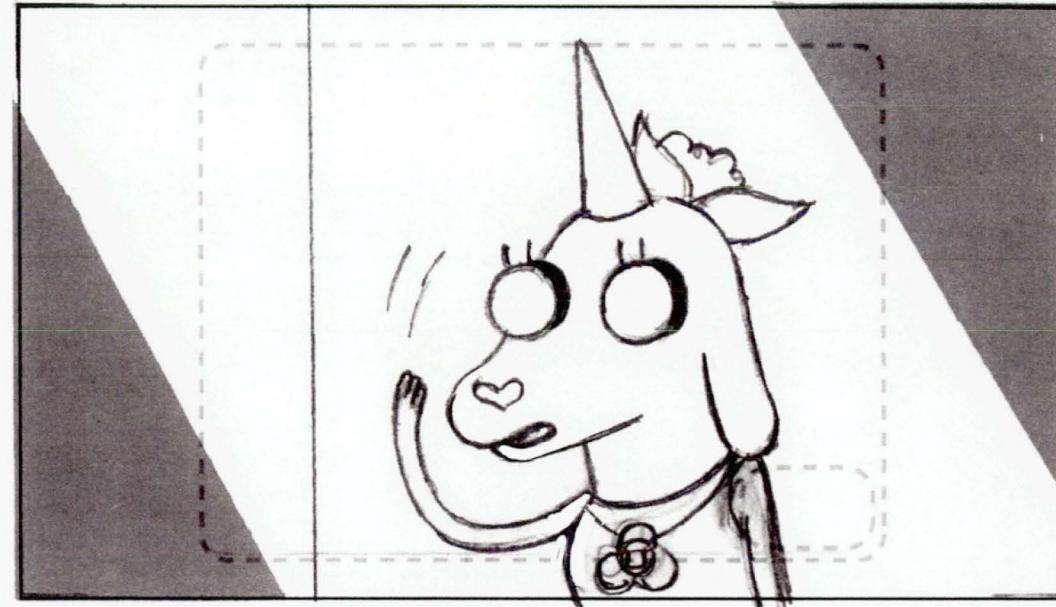
ADVENTURE TIME

Page 12**Sc. 06****Pnl. A****Bg.**

day night

**Sc. 06 cont****Pnl. B****Bg.**

day night

**Dialog:**Viola: Well . . .**Action:**

Viola is disappointed.

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Timing:

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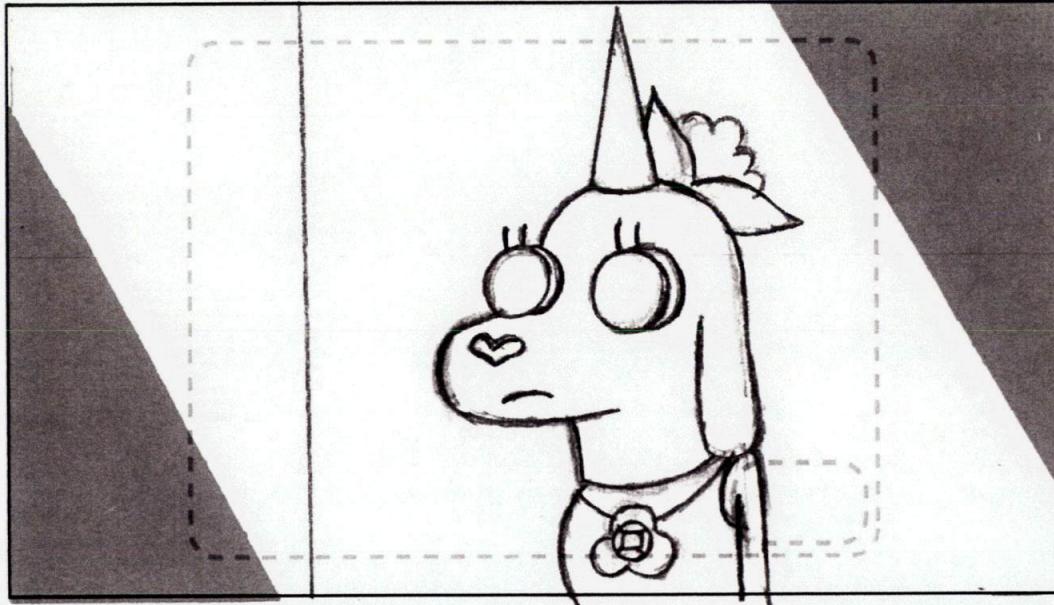
ADVENTURE TIME



Sc. 6 cont Pnl. C

Bg.

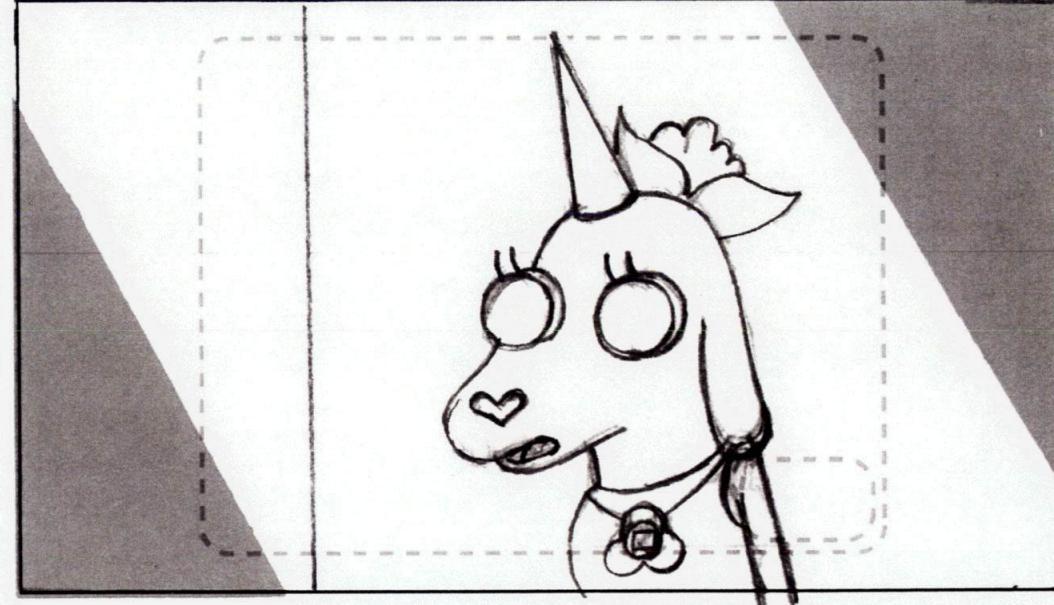
day night



Sc. 6 cont Pnl. D

Bg.

day night



Dialog:

- - -

Viola: I guess - - I have to start

Action:

Viola thinks for a beat.

(House lights start to come up.)

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Timing:

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ADVENTURE TIME



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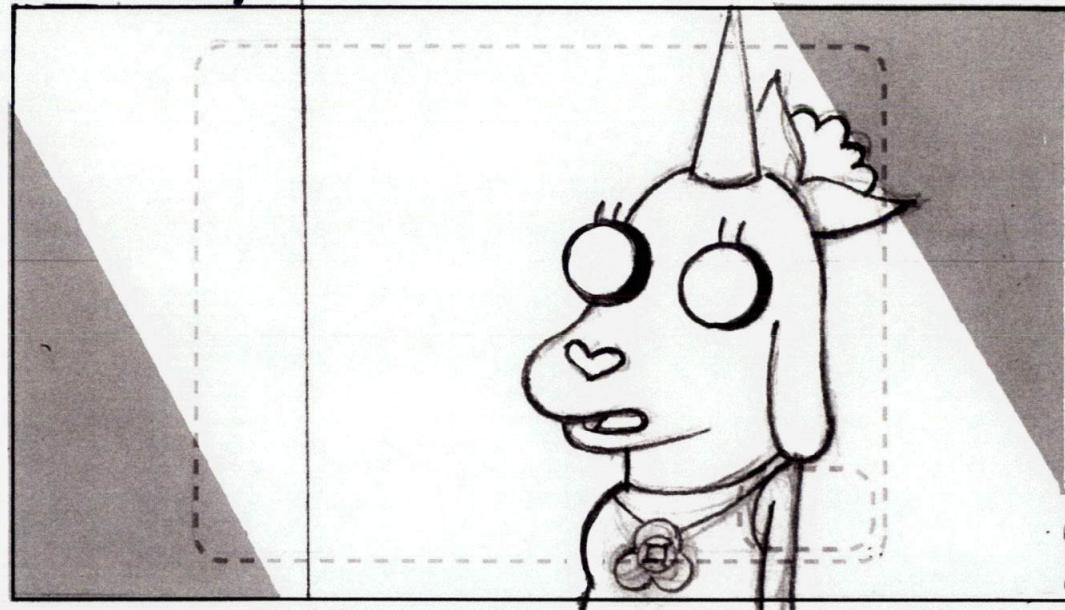
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Sc. 06 *cont*

Pnl. E

Bg.

day night

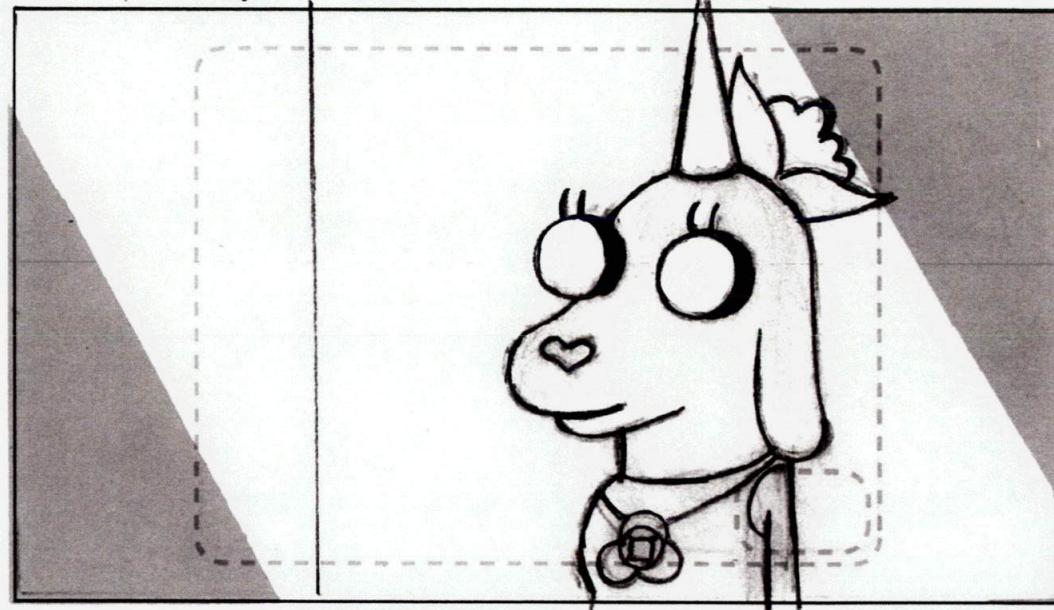


Sc. 06 *cont*

Pnl. F

Bg.

day night



Dialog:

Viola: -- ~~to stand~~ SOMEWHERE.

Action:

— Viola puts on a smile -- undaunted, still sunny.

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Timing:

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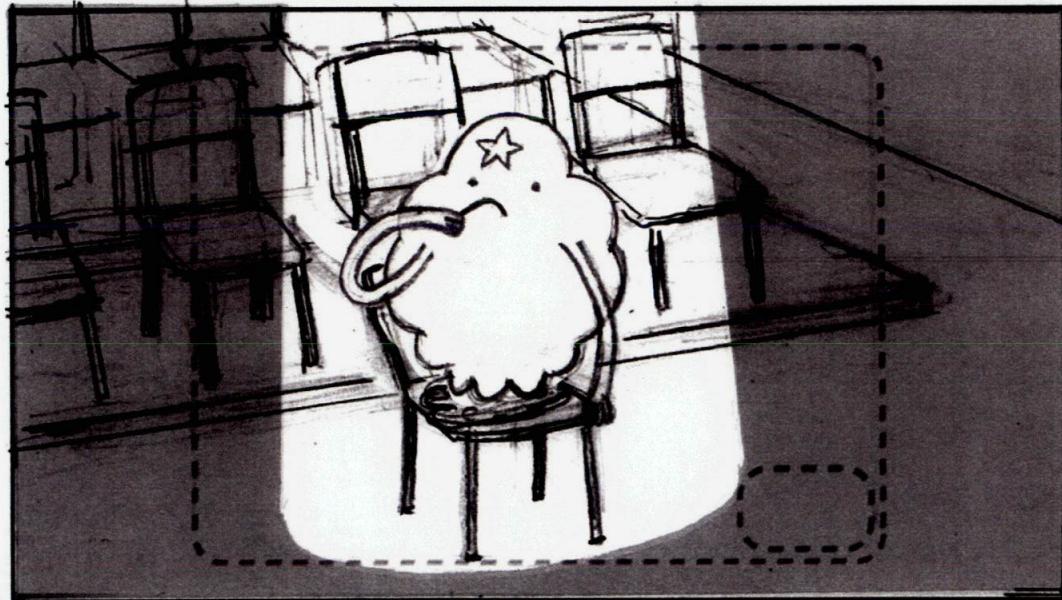
Page 15

Sc. 07

Pnl. A

Bg.

day night

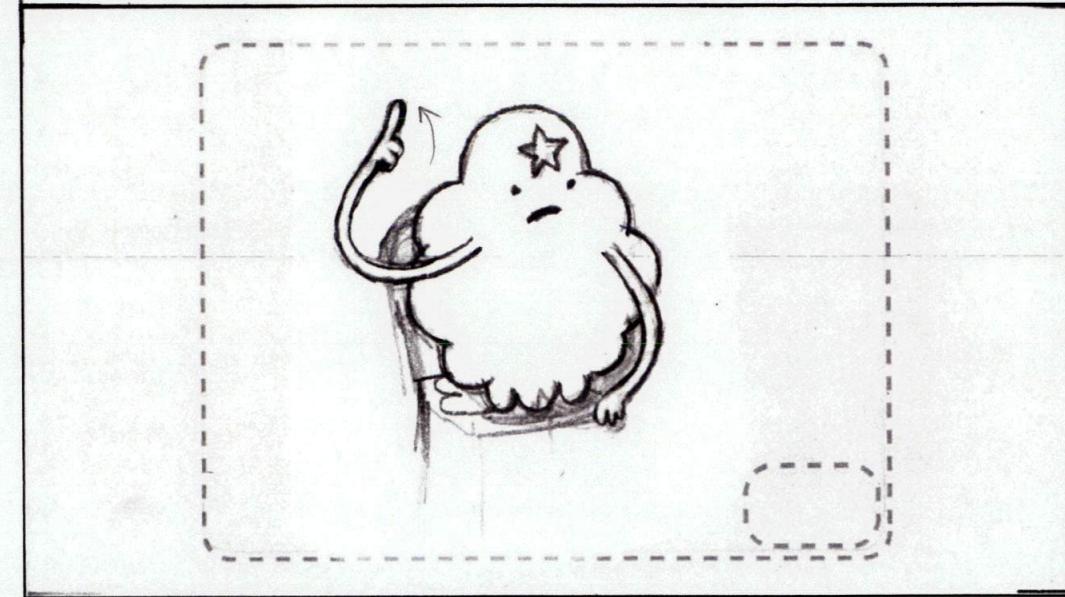


Sc. 07 cont

Pnl. B

Bg.

day night



Dialog:

Action:

(Start pose.) LSP thinks.

(Antic.)

Timing:

JUN 09 2015

Production :

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ADVENTURE TIME



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Page

Sc. 07 cont

Pnl. C

Bg.

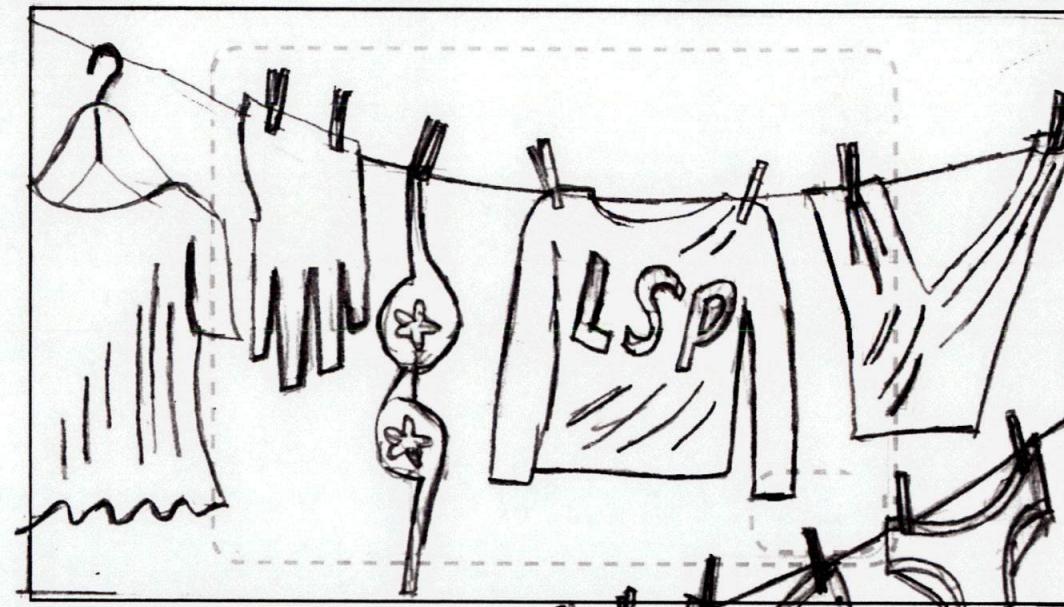
day night

Sc. 08

Pnl. A

Bg.

day night



Dialog:

LSP: Start with my laundry.

Tree Trunks (O/S): Time . . . is a slippery devil.

Action:

LSP points past Viola to the backstage area.

Close on: LSP laundry, hanging on lines.

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Timing:

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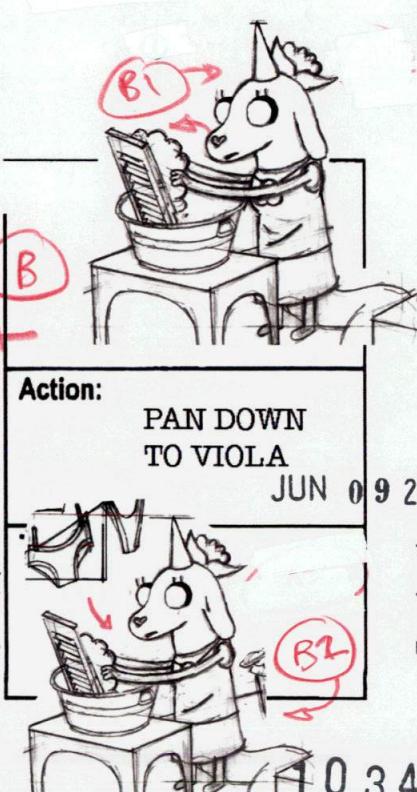
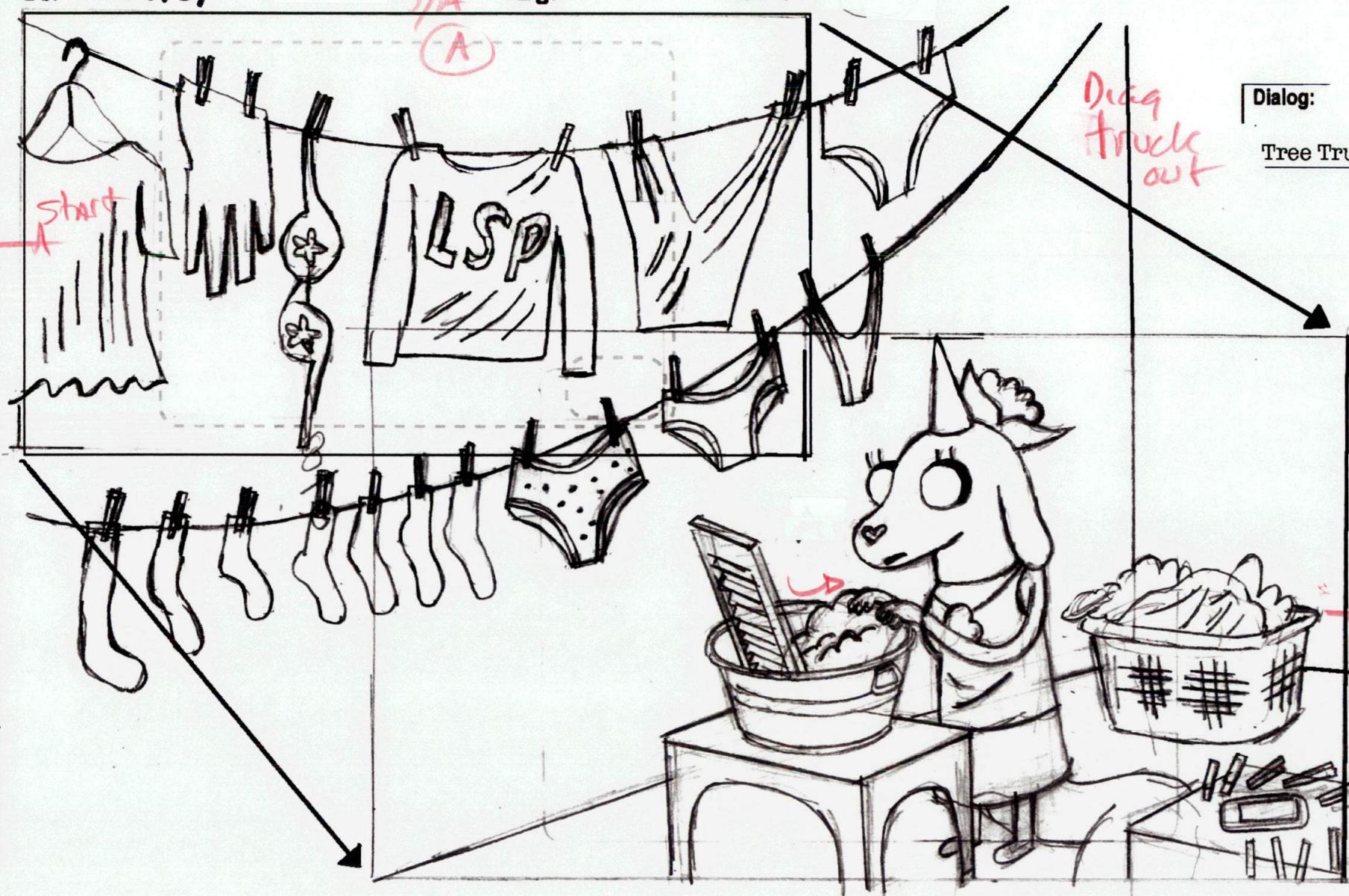
Page 17

Sc. 08 *cont*

S/A

Bg.

day night



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Production

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1034/223

ADVENTURE TIME



18

Page

Sc. 8 cont

Pnl.

C

Bg.

day night

Sc. 8 cont

Pnl.

C
B.
G.

day night



Dialog:
Tree Trunks (O/S): They come and go like --

TT (O/S): -- like a summer shower.

Action:
A/B cycle of Viola scrubbing laundry.

JUN 09 2015

Timing:



Production :

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1034/223

ADVENTURE TIME



Page 19

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Sc. 8 CONT

Pnl.

D

Bg.

day night



Sc. 8 CONT

Pnl.

E

Bg.

day night



Dialog: LSP (O/S):

You got the part!
That was great!

(O/S)
LSP: Well maybe not 'great', but, you were a lot better than those others.

SFX: Brrrrr! [Viola's cell phone rings.]

Action:

JUN 09 2010

Timing:

Production :

1034/223

ADVENTURE TIME



Sc. 8 cont

F

Bg.

day night



Sc. 8 cont

Page 20

Bg.

day night



Dialog:

SFX: Brrrrr. [cell phone]

SFX: Brrrrr. [cell phone]

Diag truck IN

Action: Viola looks to cell phone.

JUN 09 2015

Timing:

Production :

1034-223

1034/223

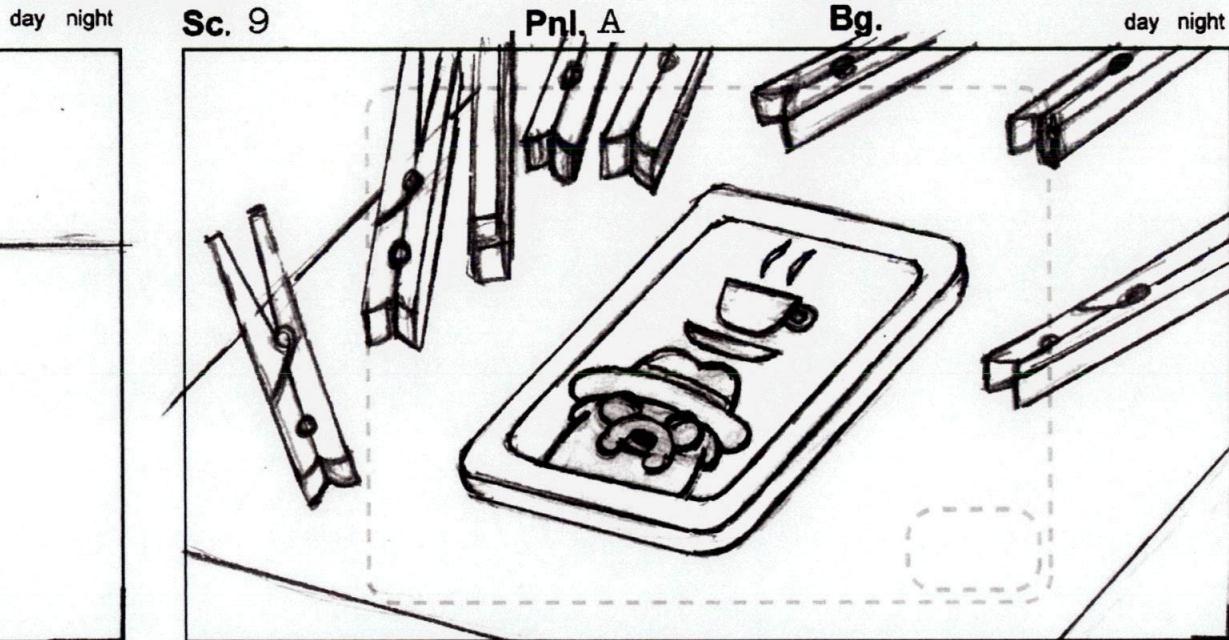
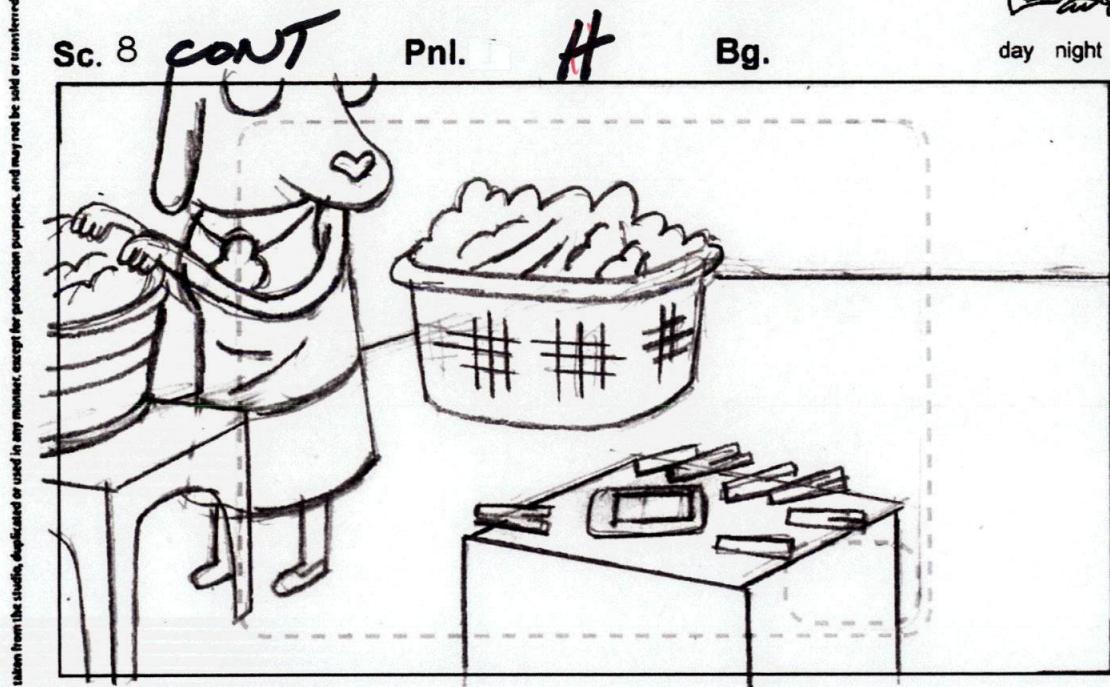
ADVENTURE TIME



NO
SC 10

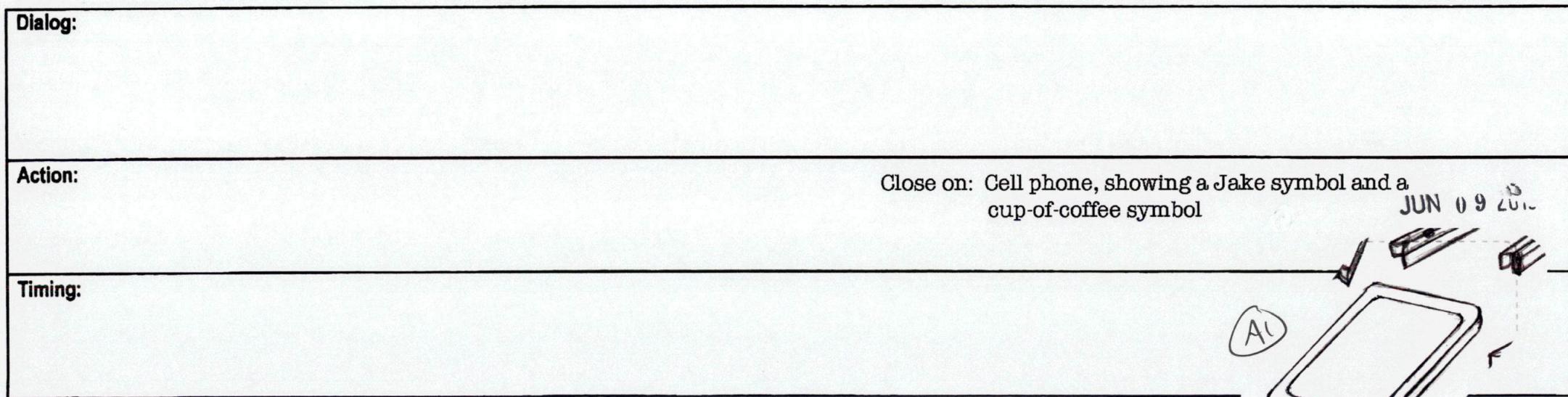
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Production :



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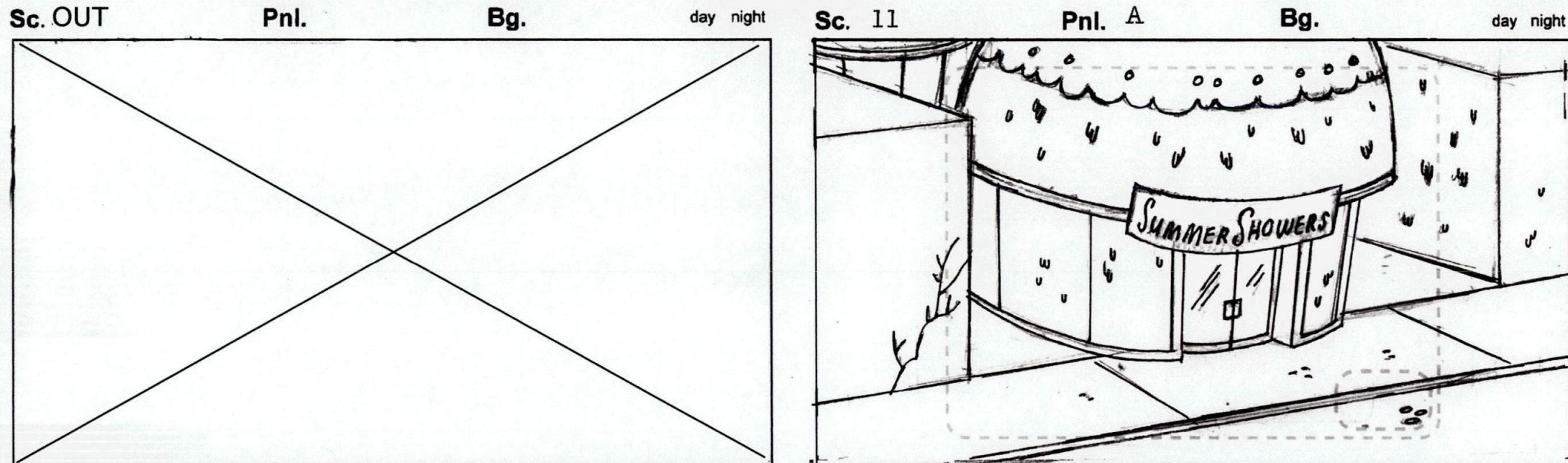
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ADVENTURE TIME



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Dialog:

Action:

Wide on: exterior of the playhouse (theater).

JUN 09 2015

Timing:

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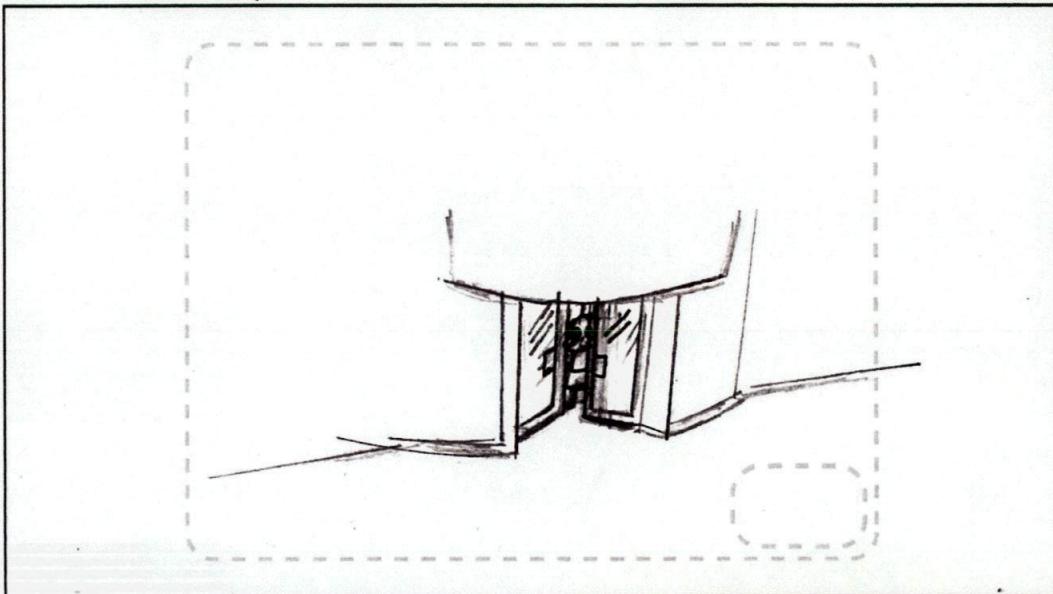
Page 23

Sc. 11 *cont*

Pnl. B

Bg.

day night

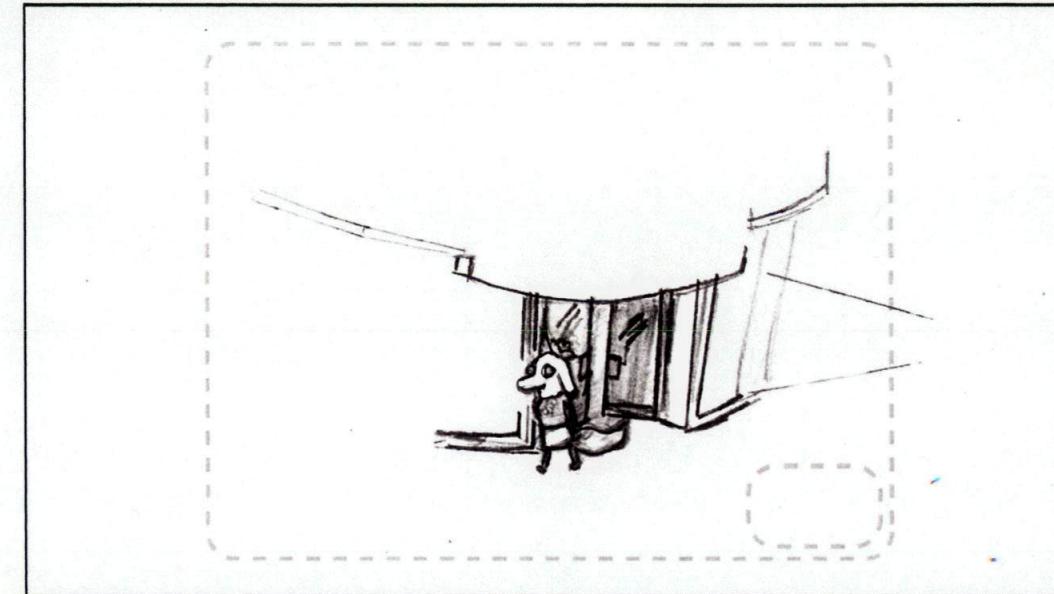


Sc. 11 *cont*

Pnl. C

Bg.

day night

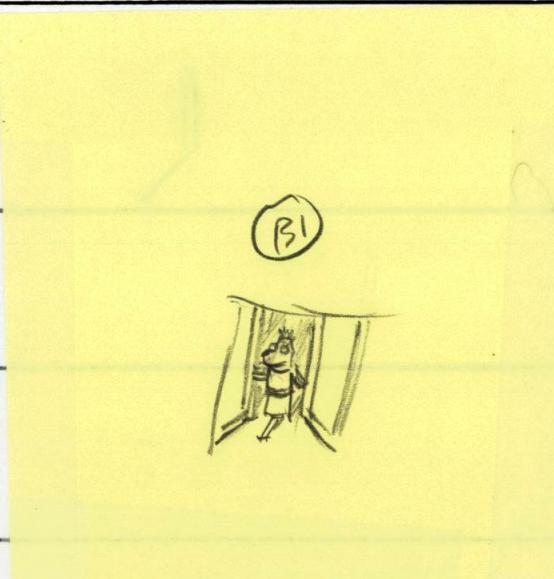


Dialog:

Action:

Viola exits the playhouse.

Timing:



JUN 09 2015

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ADVENTURE TIME

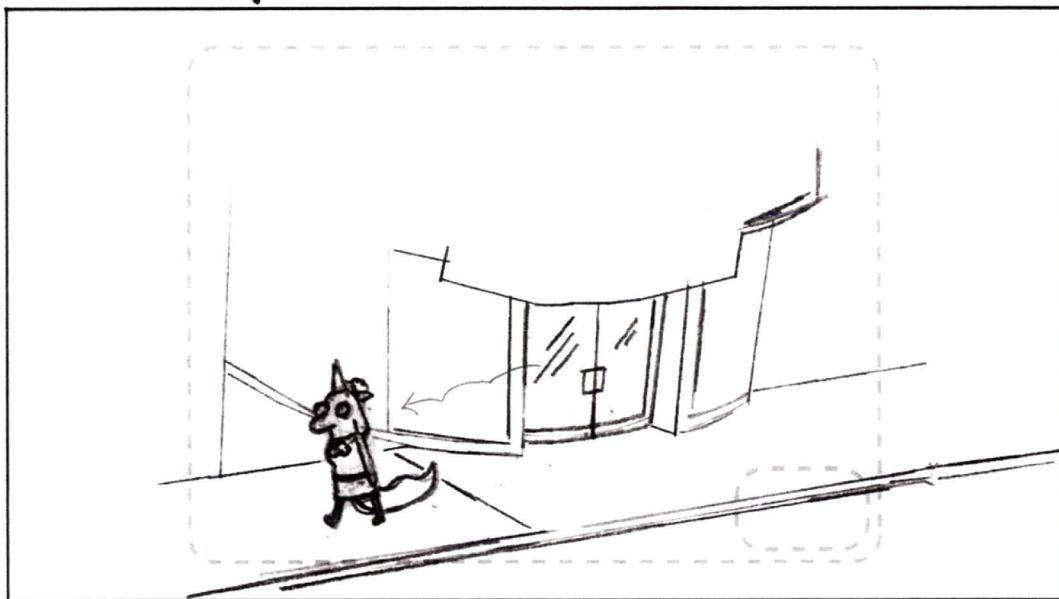


Sc. 11 *cont*

Pnl. D

Bg.

day night

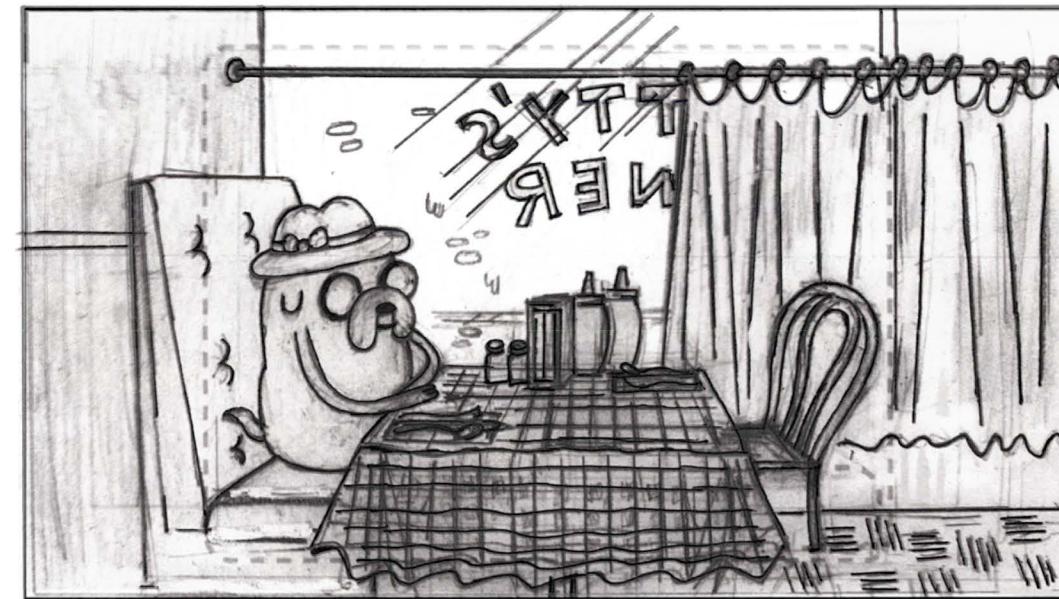


Sc. 12

Pnl. A

Bg.

24
Page
NO PGS
day night
25-26



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Dialog:

Action: Viola walks away from the playhouse.

- Jake waits, at a table in a greasy-spoon restaurant near the playhouse.

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Timing:

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Sc. 12 *cont* Pnl. B

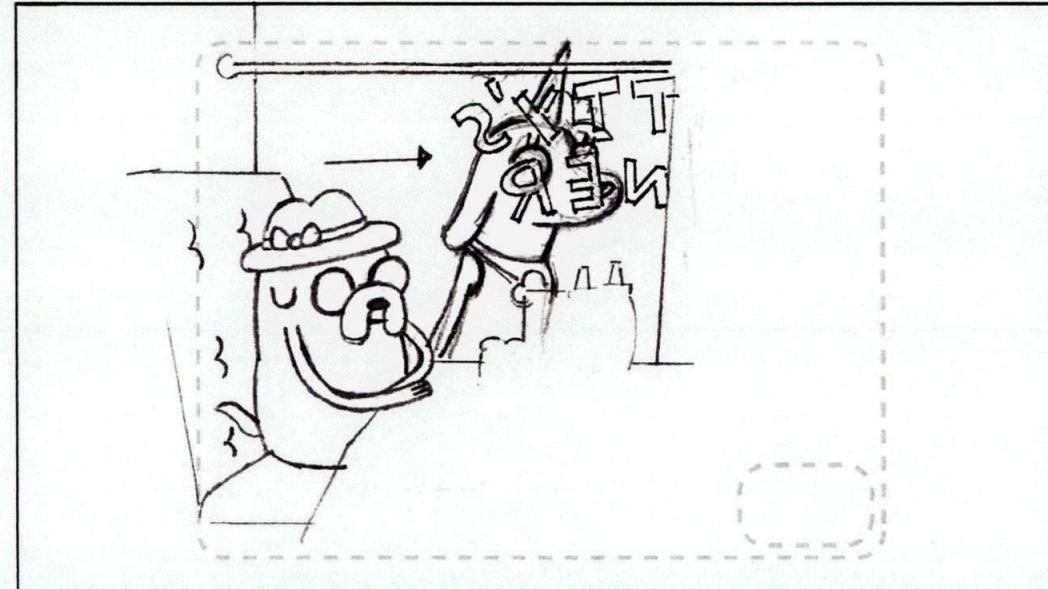
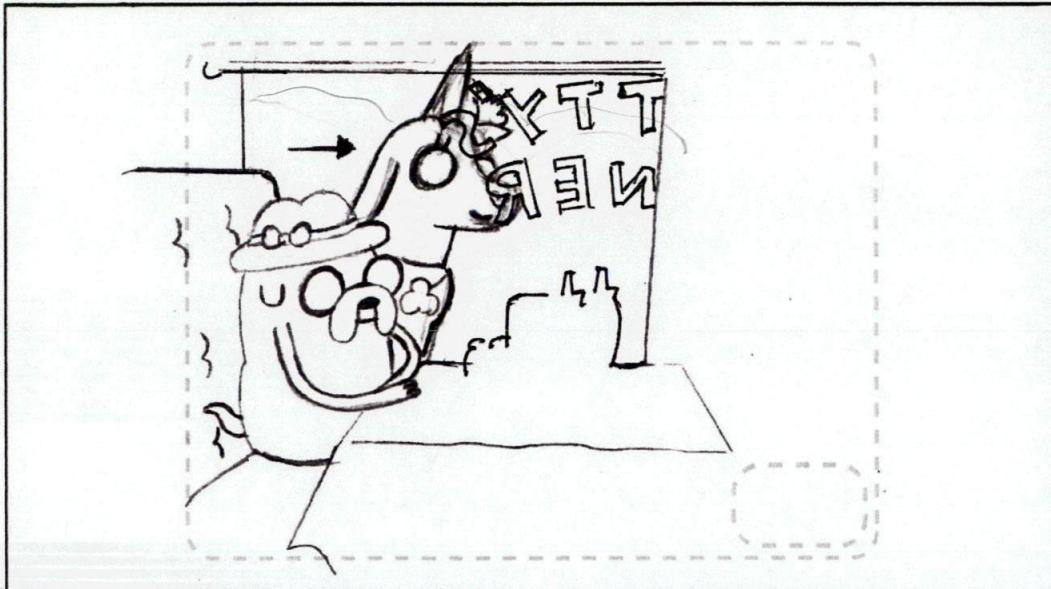
Bg.

day night

Sc. 12 *cont* Pnl. C

Bg.

day night



Dialog:

Action: Viola walks past, outside.

JUN 09 2015

Timing:

Production :

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Page

Sc. 12 *CONT* Pnl. D

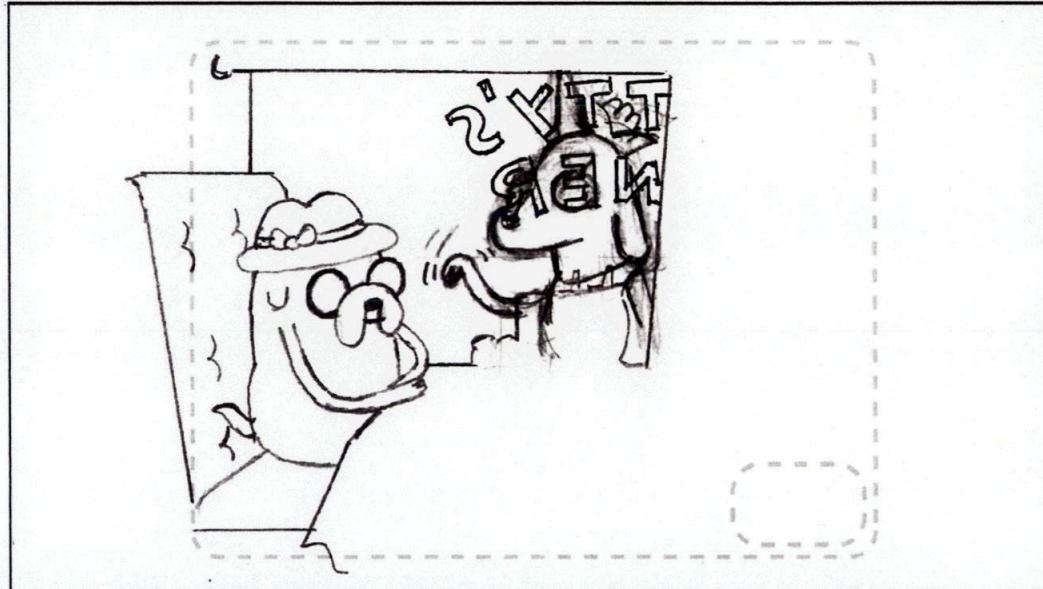
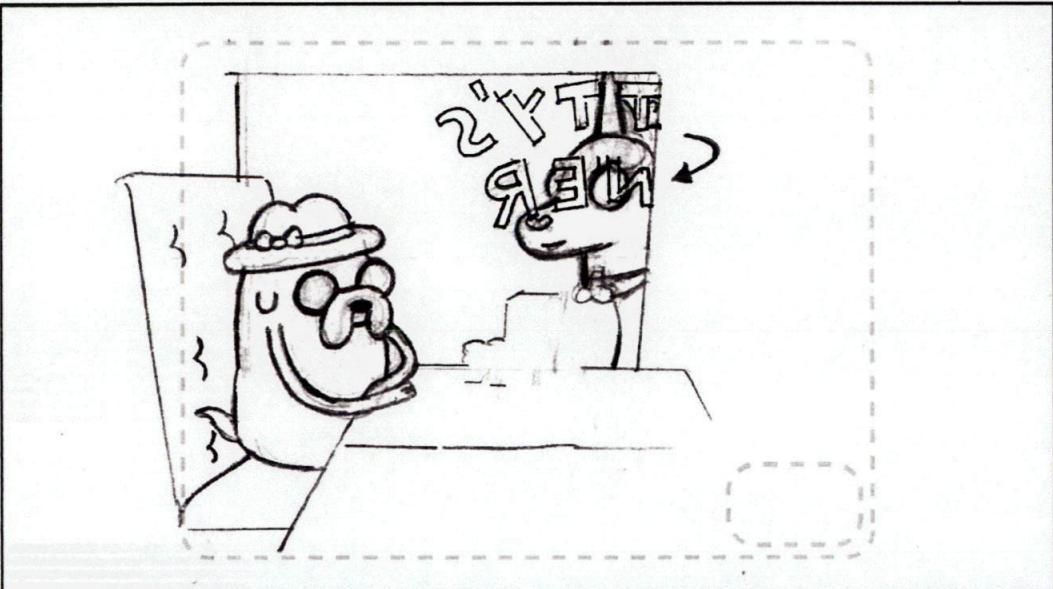
Bg.

day night

Sc. 12 *CONT* Pnl. E

Bg.

day night



Dialog:

SFX: Knock knock. [Viola knocks on window.]



Action: Viola turns back. She has noticed Jake sitting there.

Viola taps on the window to say hello.

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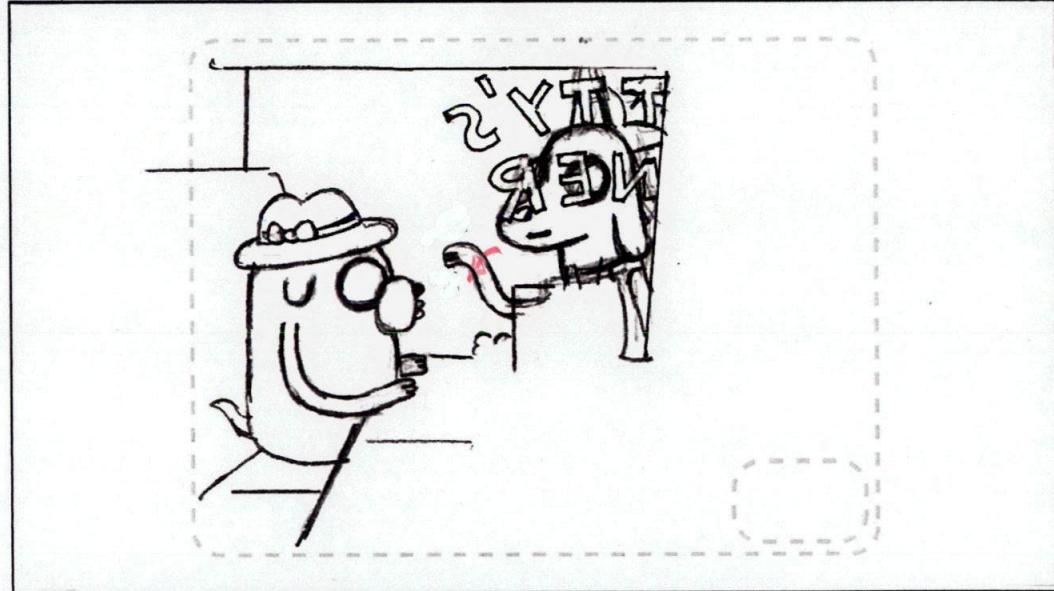
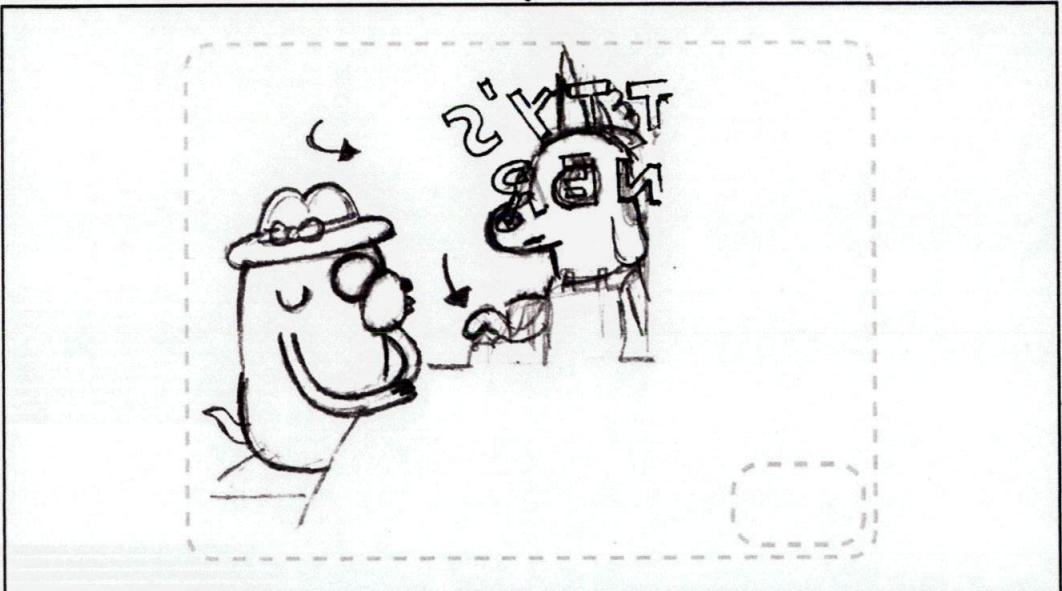
29
Page _____

Sc. 12 *cont* Pnl. F Bg.

day night

Sc. 12 *cont* Pnl. H Bg.

day night



Dialog:

Action: Jake turns to Viola / Viola settles out of the tapping pose.

Viola waves hello to Jake.

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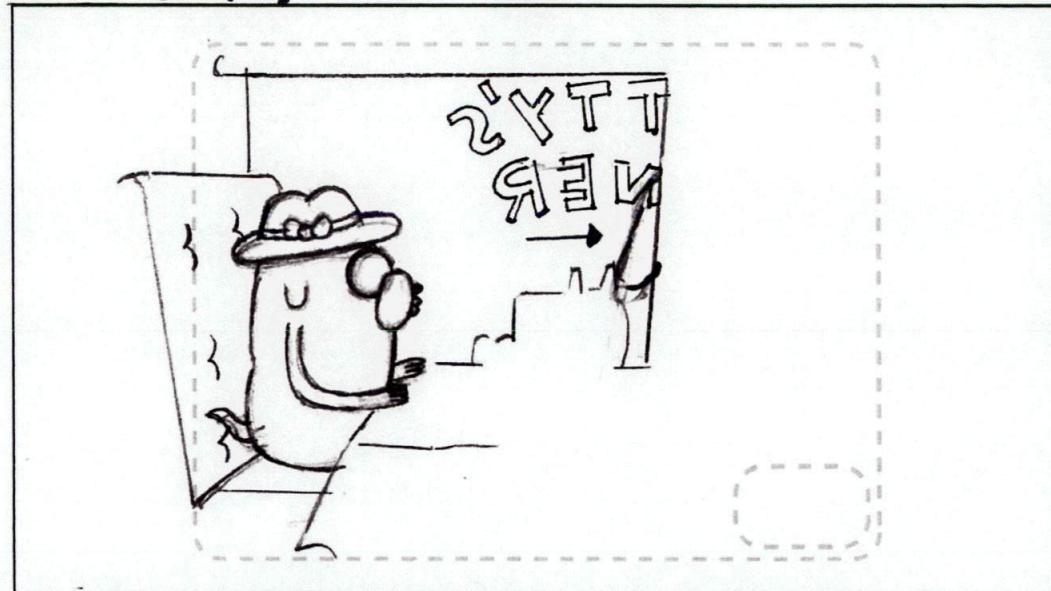
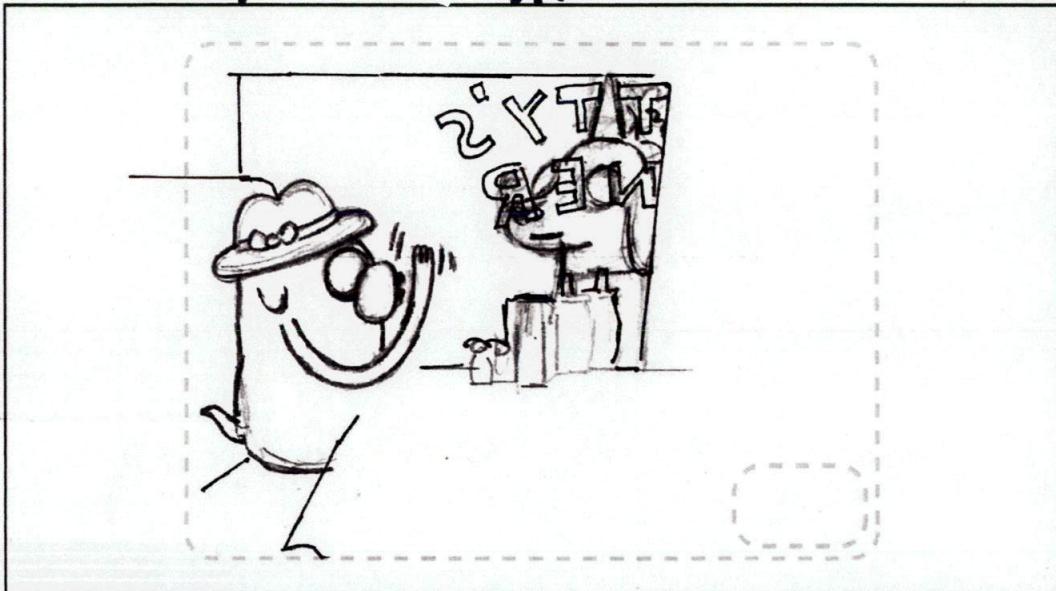
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Sc. 12 cont Pnl. H1 Bg.

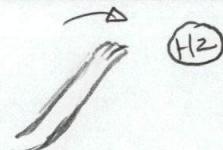
day night

Sc. 12 cont Pnl. I Bg.

day night



Dialog:



Action: Jake waves hello to Viola.

Settle jake / Viola walks to the entrance of the restaurant.

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Timing:

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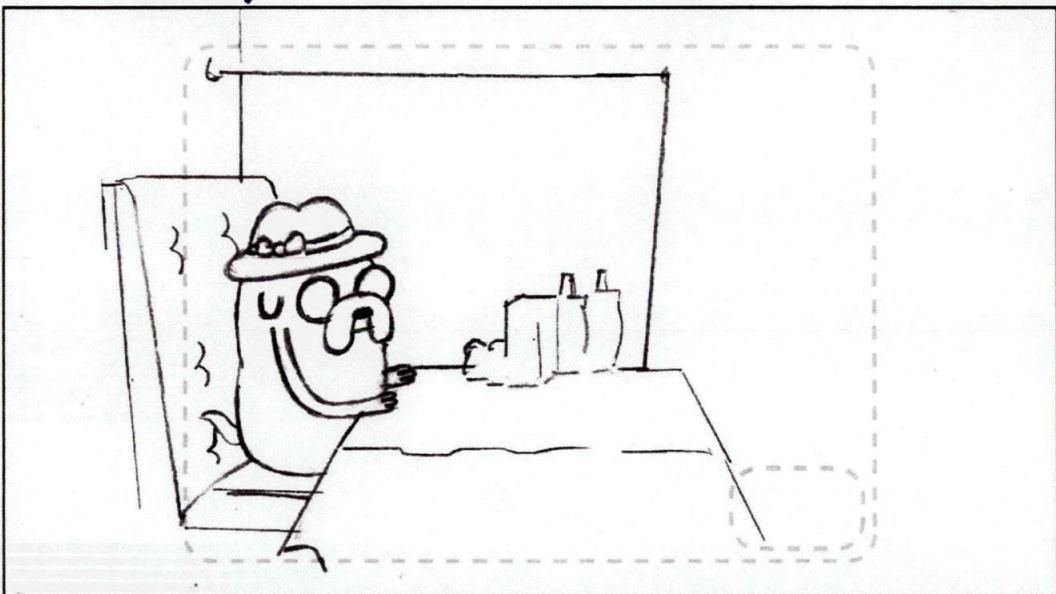
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Sc. 12 *cont* Pnl. J

Bg.

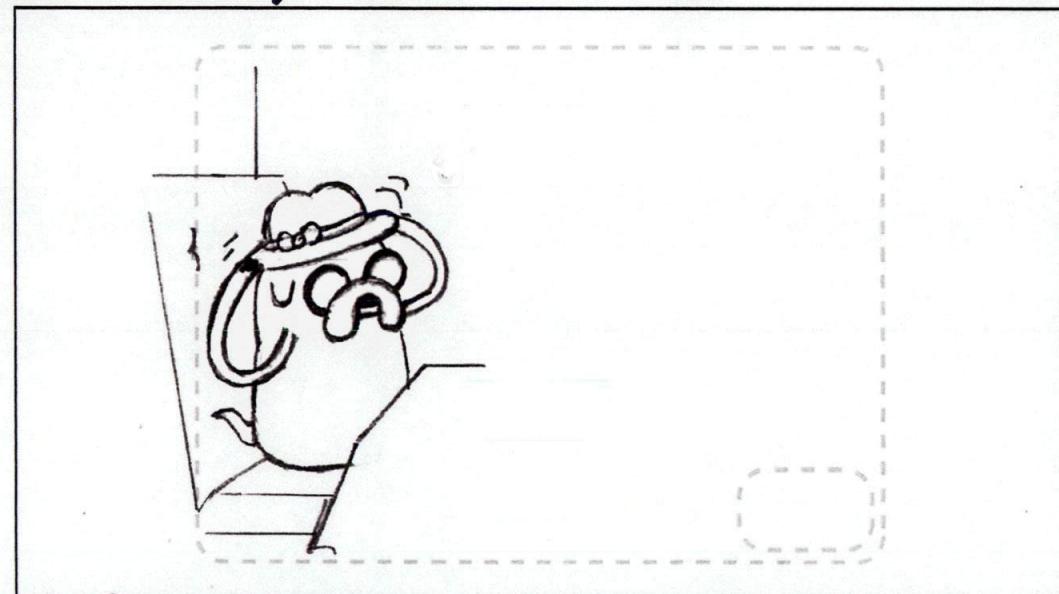
day night



Sc. 12 *cont* Pnl. K

Bg.

day night



Dialog:

Action: Jake waits.

Jake adjusts his Dad Hat.

A/B cycle.

JUN 09 2015

Timing:

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Sc. 12 *cont*

Pnl. L

Bg.

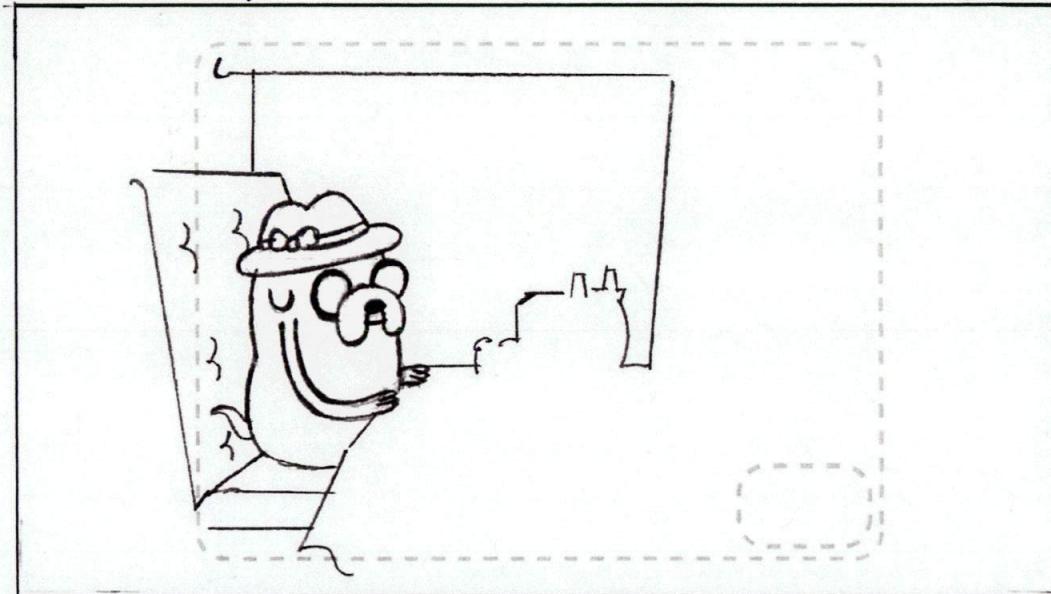
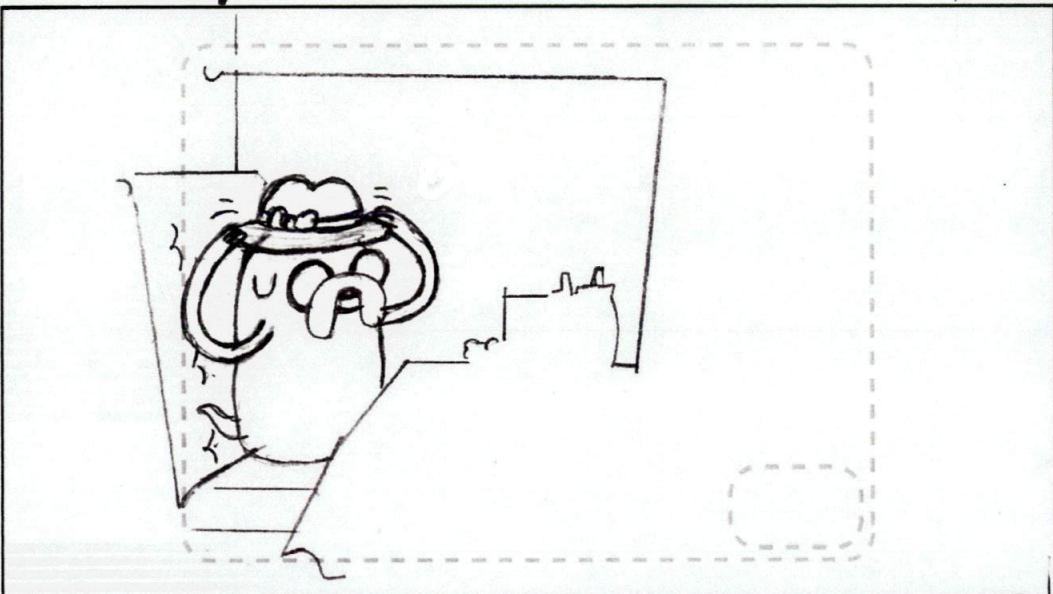
day night

Sc. 12 *cont*

Pnl. M

Bg.

day night



Dialog:

Action:
(cont. adjusting hat)

Settle Jake .

JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

1034/223

ADVENTURE TIME



33

Page

Sc. 12 *cont* Pnl. N

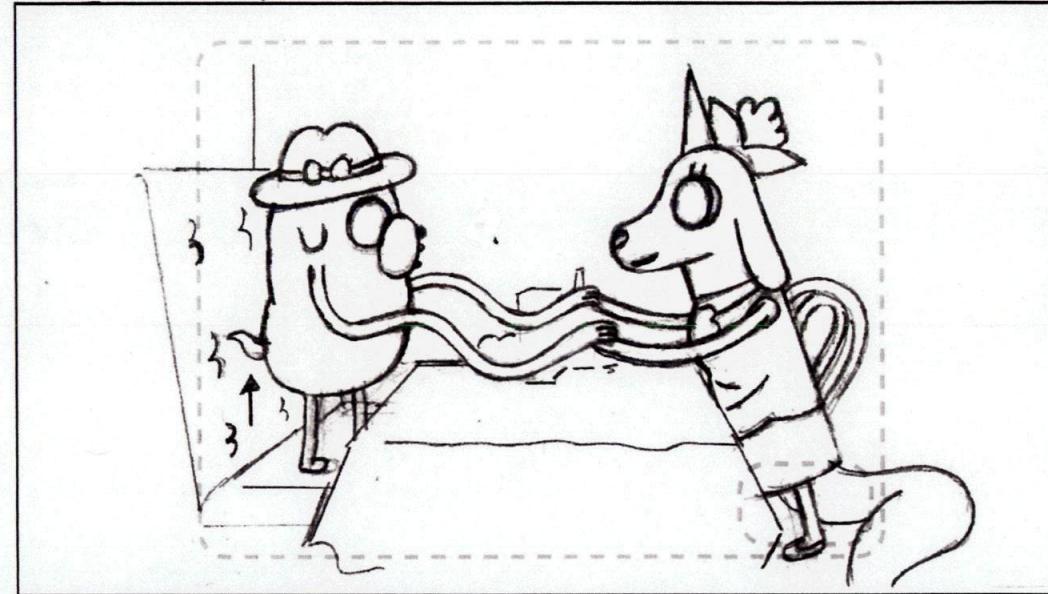
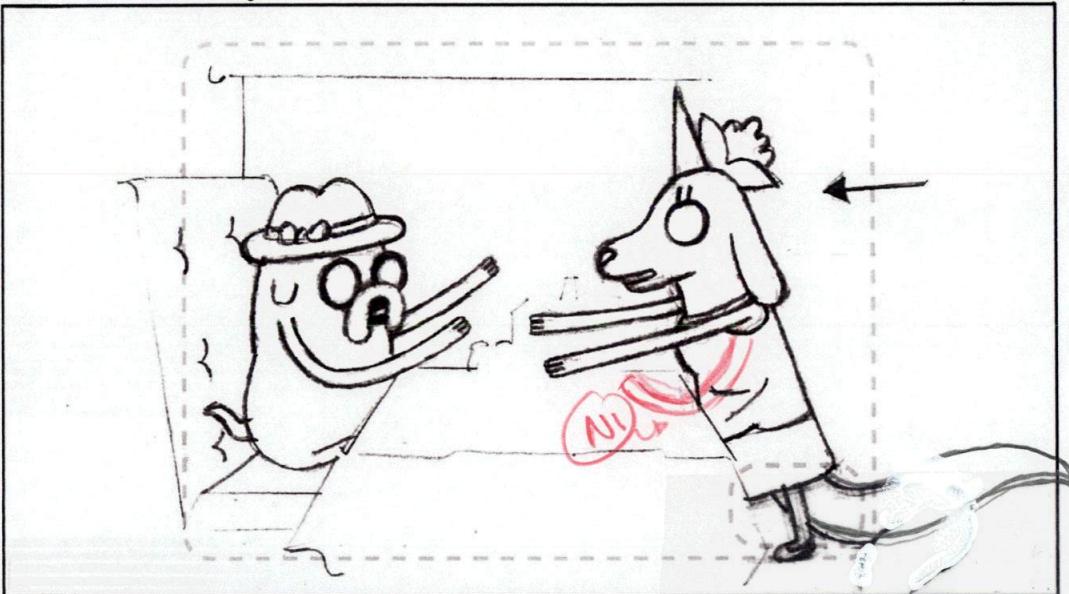
Bg.

day night

Sc. 12 *cont* Pnl. O

Bg.

day night



Dialog: Jake: Hey!

Viola: Hey!

Jake: Hi Viola.

Viola: Hi Dad.

Action: Viola enters. Jake and Viola greet each other.

Jake and Viola clasp hands, and shake their hands / arms affectionately.

JUN 09 2015

Timing:

EPISODE # 1034-223

Production :

1034/223

1034/223

ADVENTURE TIME

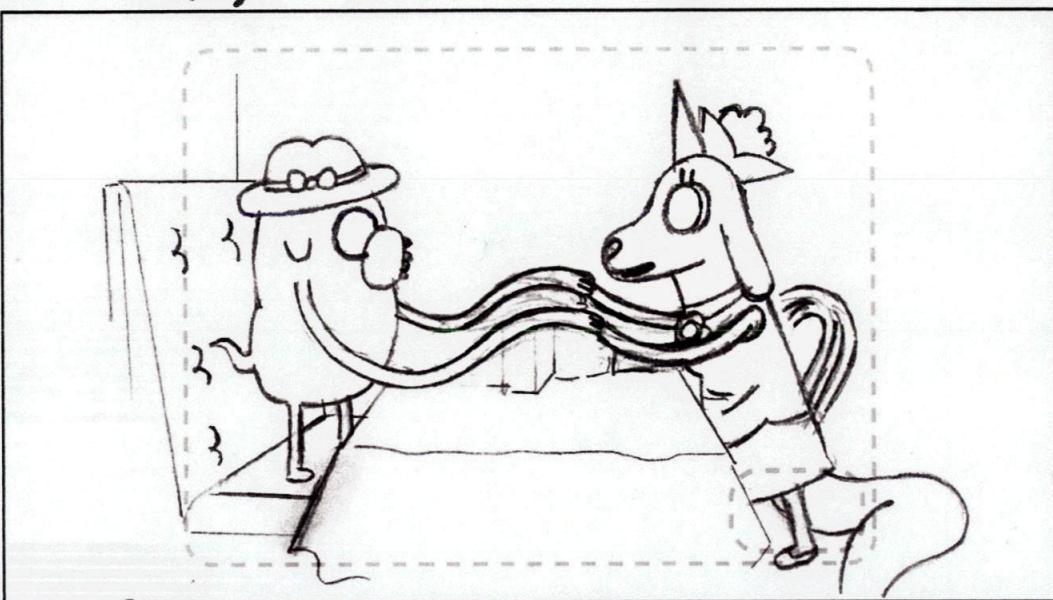


Page 34

Sc. 12 cont Pnl. P

Bg.

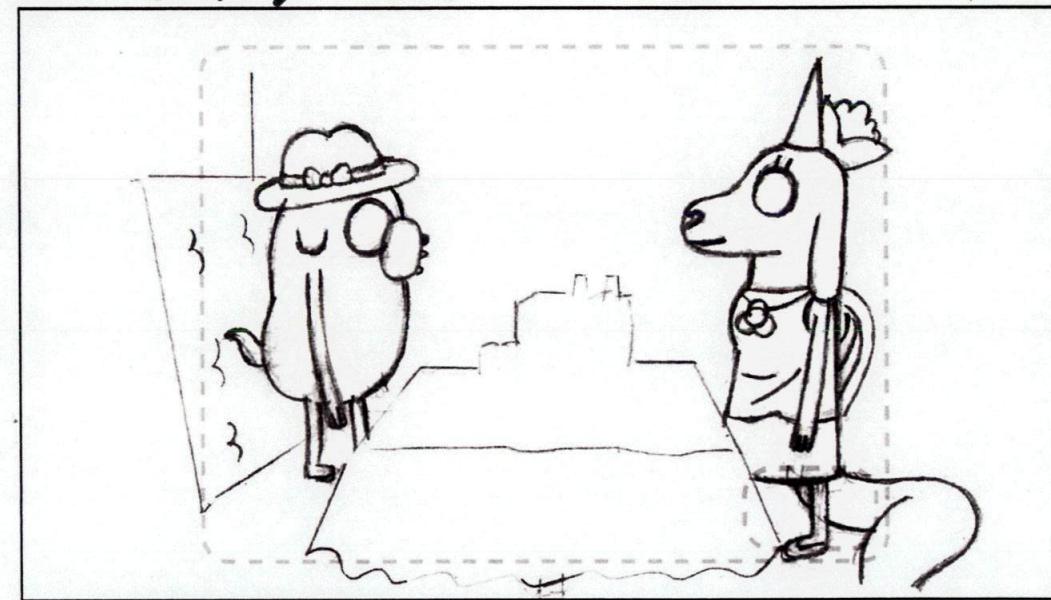
day night



Sc. 12 cont Pnl.Q

Bg.

day night



Dialog:

Jake: How's my - -

Action:

JUN 09 2015

Timing:

Production :

1034/223

ADVENTURE TIME



35

Page

Sc. 12 *CONT* Pnl. R

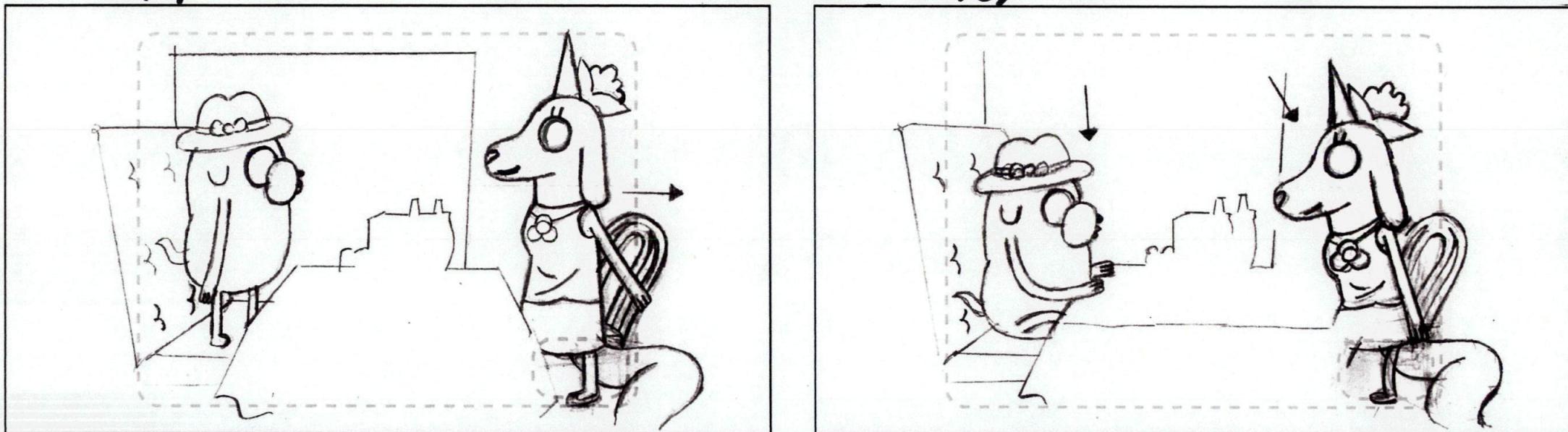
Bg.

day night

Sc. 12 *CONT* Pnl. S

Bg.

day night



Dialog: Jake: -- big shot actress daughter?

Action: Viola pushes back chair.

Viola sits down / Jake sits down.

JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

1034/223

ADVENTURE TIME



36

Page

Sc. 12 *cont* Pnl. T

Bg.

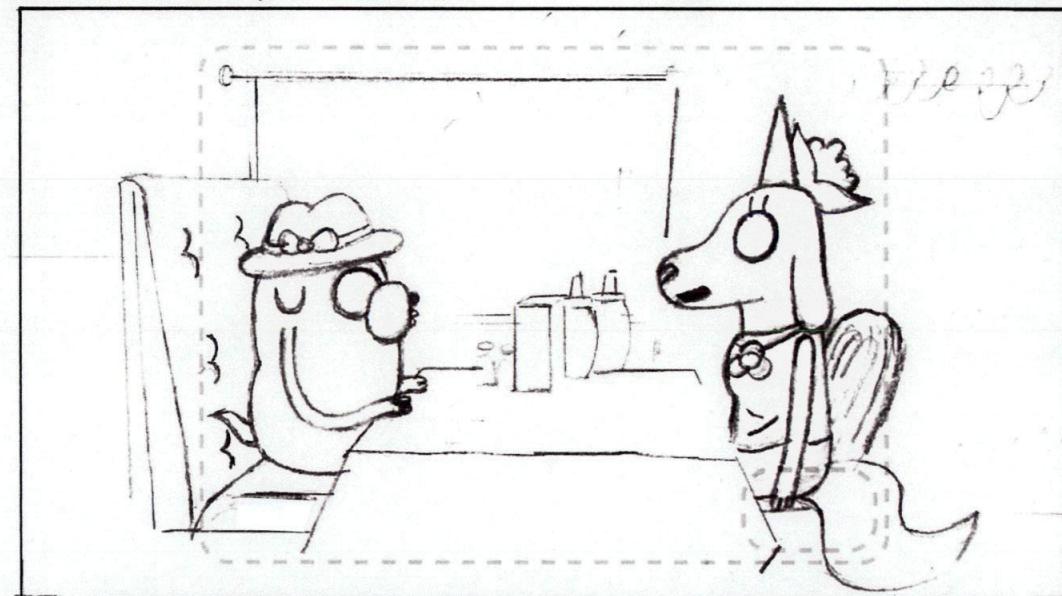
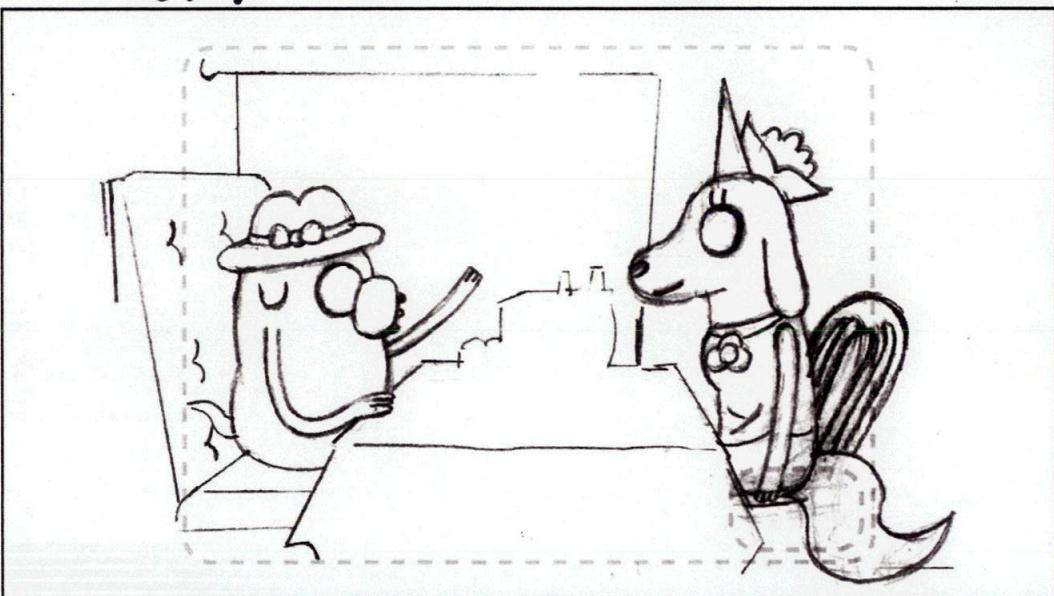
day night

Sc. 12 *cont*

Pnl. U

Bg.

day night



Dialog: Jake: Did you get that part you wanted?



Viola: Oh -- yeah -- the part! . . .

Action: Viola pulls chair to table. Jake gestures to Viola.

(Viola settles)

JUN 09 2015

Timing:

Production :

1034-223

EPISODE #

1034/223

ADVENTURE TIME



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Page

Sc. 13

Pnl. A

Bg.

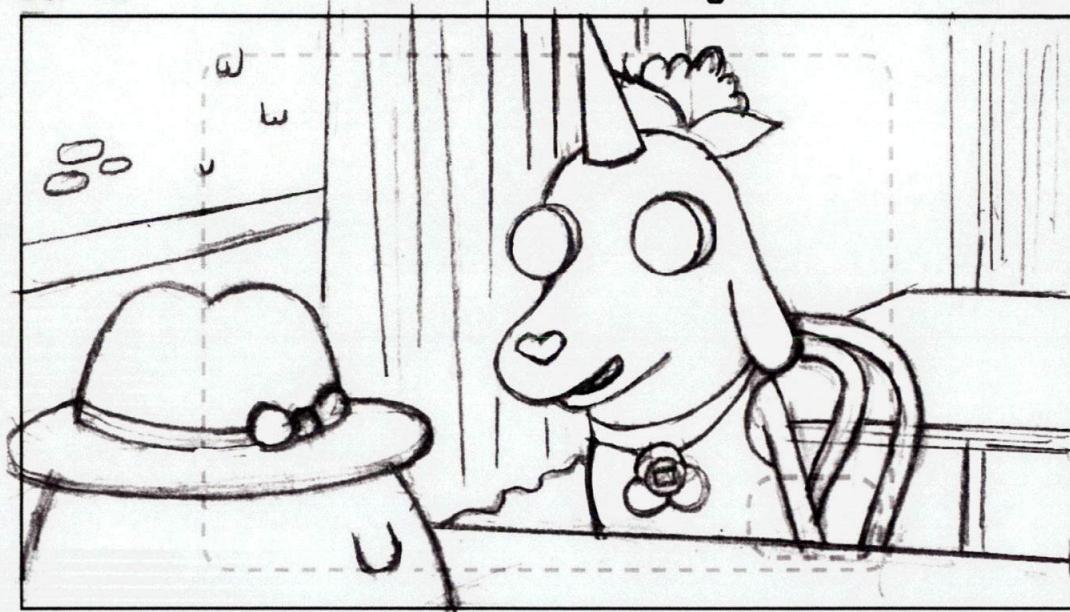
day night

Sc. 13 *CONT*

Pnl. B

Bg.

day night



Dialog:

Viola: Sure I got the part.

Action:

Viola speaks enthusiastically about her audition.

She lies a bit -- she says she is a successful actress.

JUN 09 2015

Timing:

Production :

1034-223

EPISODE #

1034 / 223

ADVENTURE TIME



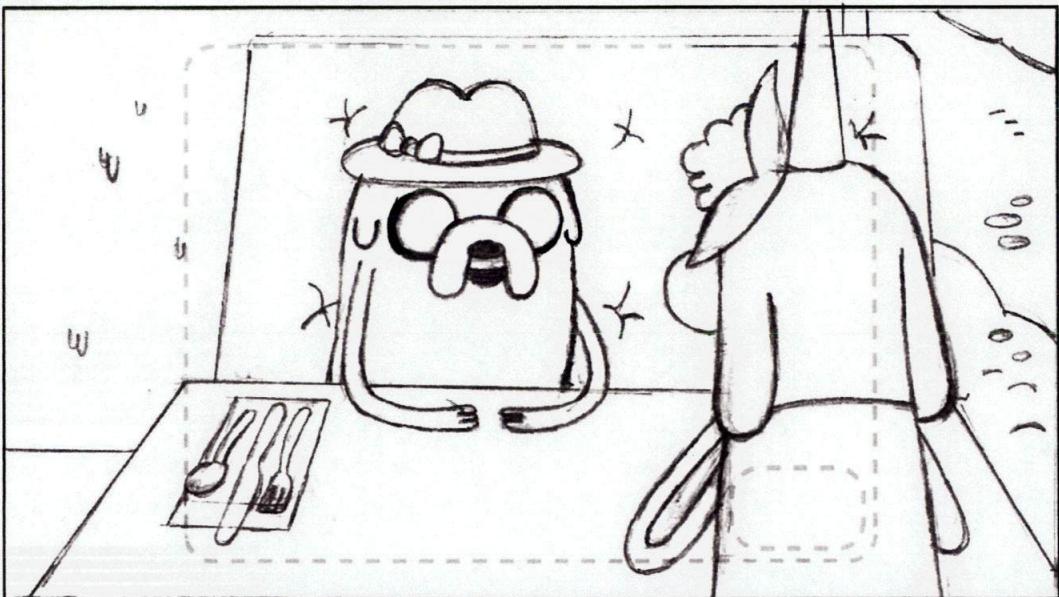
Page 38

Sc. 14

Pnl. A

Bg.

day night

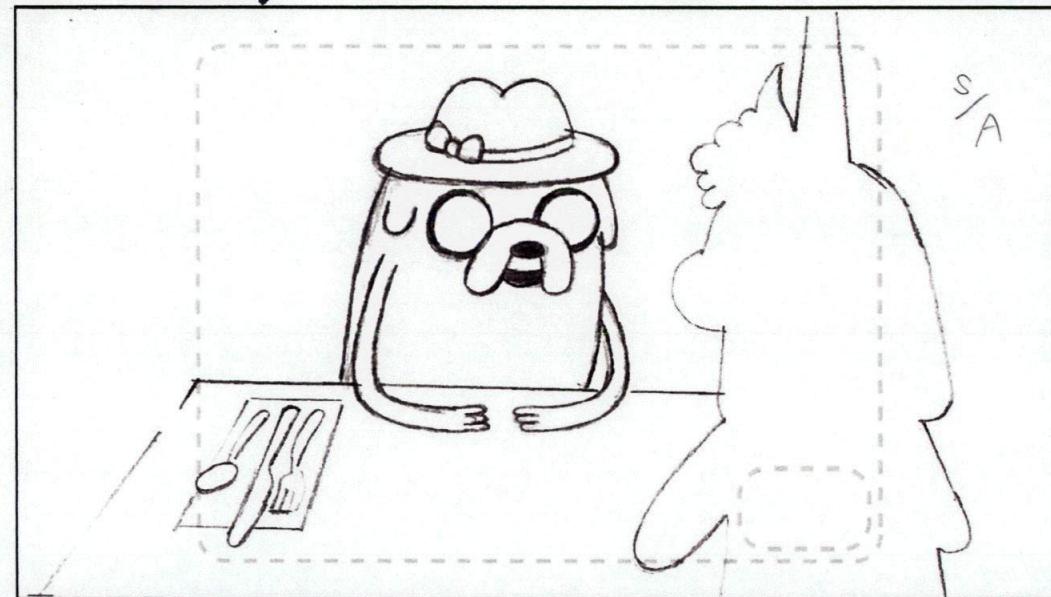


Sc. 14 *cont*

Pnl. B

Bg.

day night



Dialog: Jake: WELL I THINK --

Jake: -- that's great.

Action: Jake is happy to hear about Viola's audition.

JUN 09 2015

Timing:

Production :

1034/223

1034/223

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ADVENTURE TIME



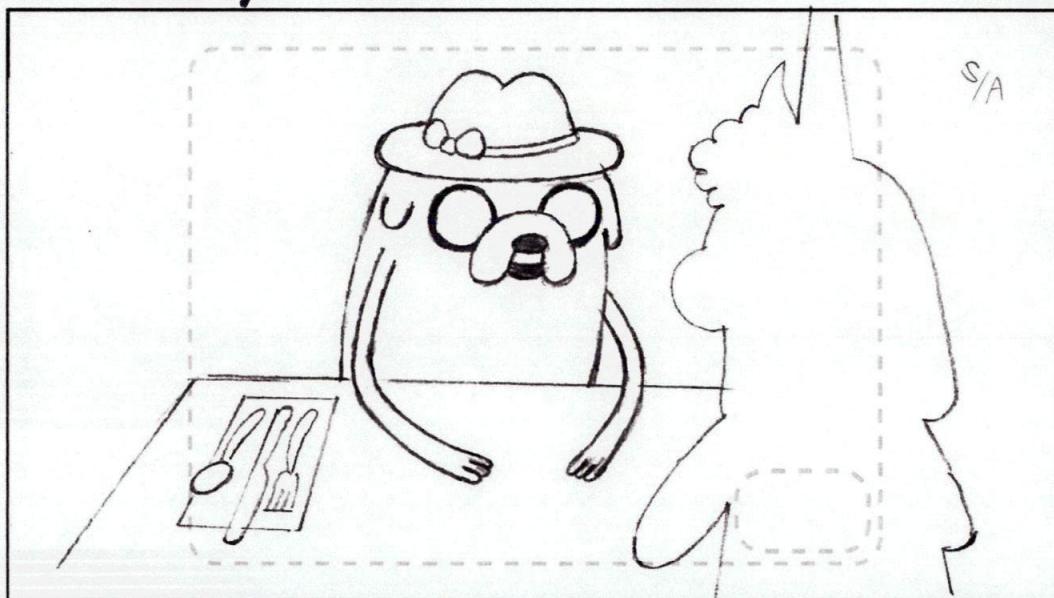
Page 39

Sc. 14 CONT

Pnl. C

Bg.

day night

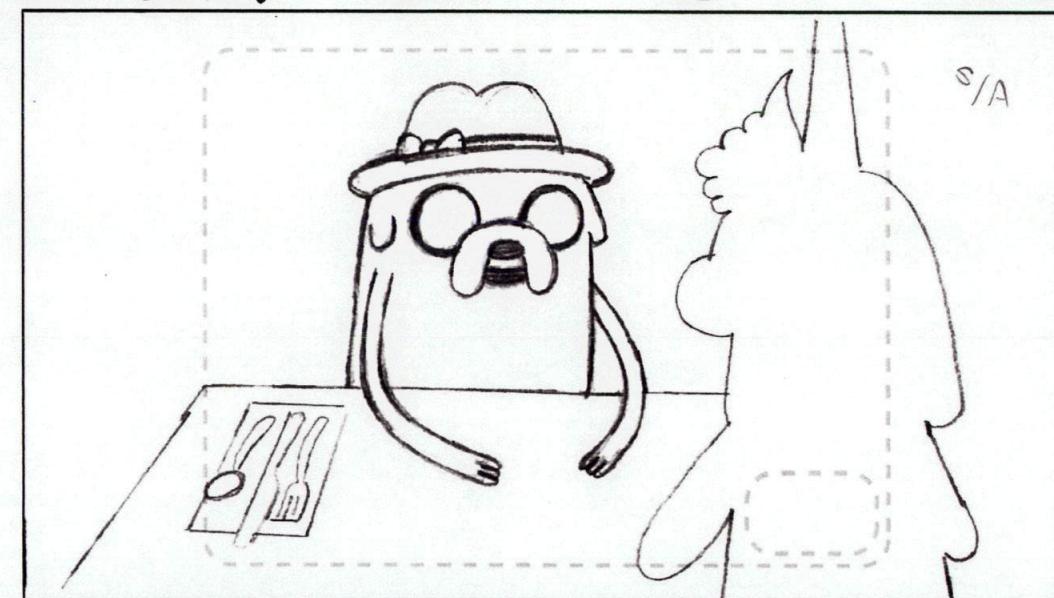


Sc. 14 CONT

Pnl. D

Bg.

day night



Dialog: Jake: Just great.

Jake: Seriously that's so -

Action:

JUN 09 2015

Timing:

Production :

1034/223

EPISODE # 1034-223

1034/223

ADVENTURE TIME



40

Page

Sc. 14 *CONT*

Pnl. E

Bg.

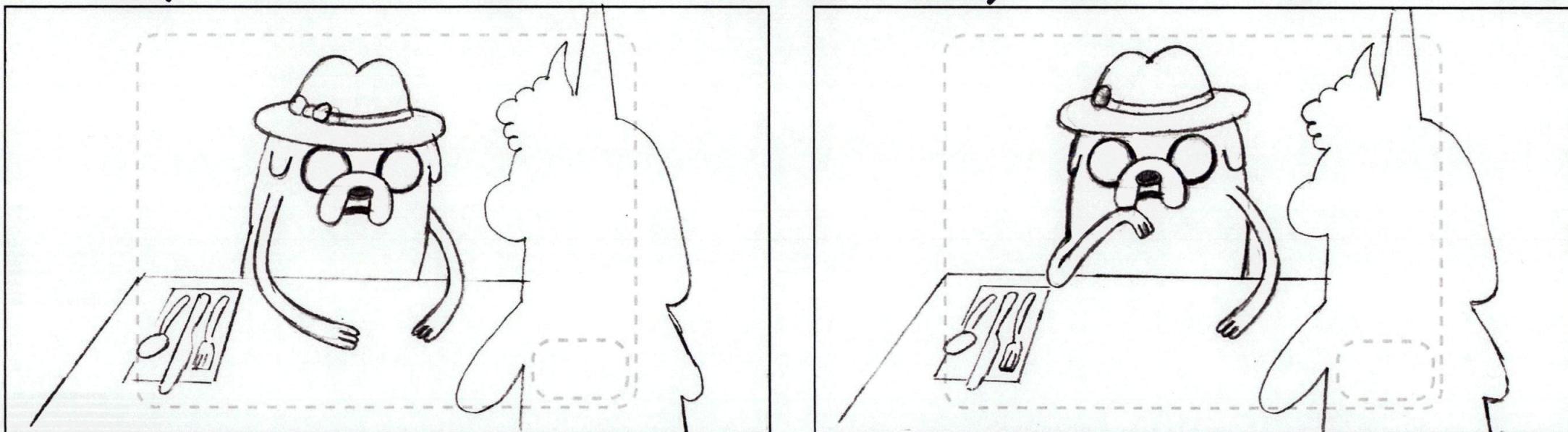
day night

Sc. 14 *CONT*

Pnl. F

Bg.

day night



Dialog: Jake: -- good to hear.

Jake: Sometimes, I wonder if maybe I--

Action: Now Jake has a nagging doubt about himself.

JUN 09 2015

Timing:

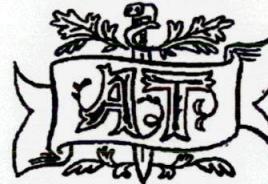
Production :

1034/223

1034/223

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ADVENTURE TIME



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Page

Sc. 14 *cont*

Pnl. G

Bg.

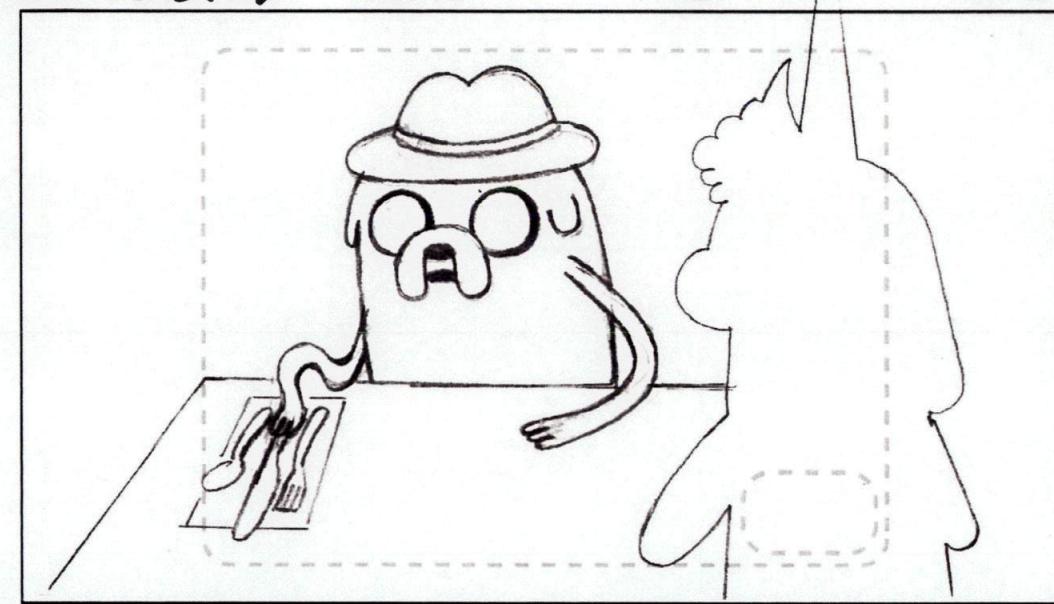
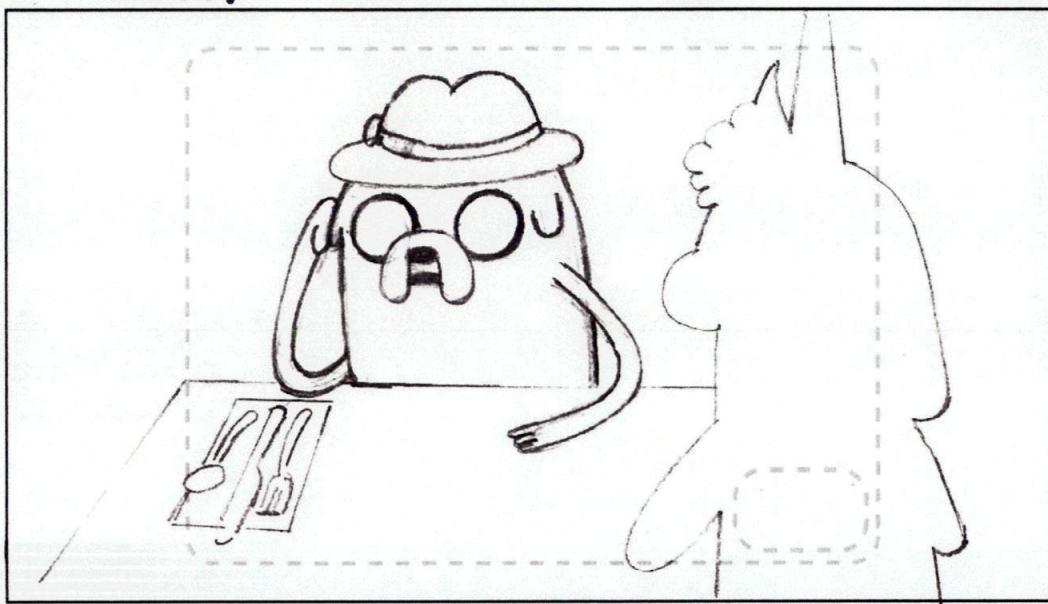
day night

Sc. 14 *cont*

Pnl. H

Bg.

day night



Dialog:

Jake: --haven't been the best dad.

Action:

Absent-mindedly, Jake reaches for dinner knife, as he talks.

JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

1034/223

ADVENTURE TIME



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Page

Sc. 14 *cont*

Pnl. I

Bg.

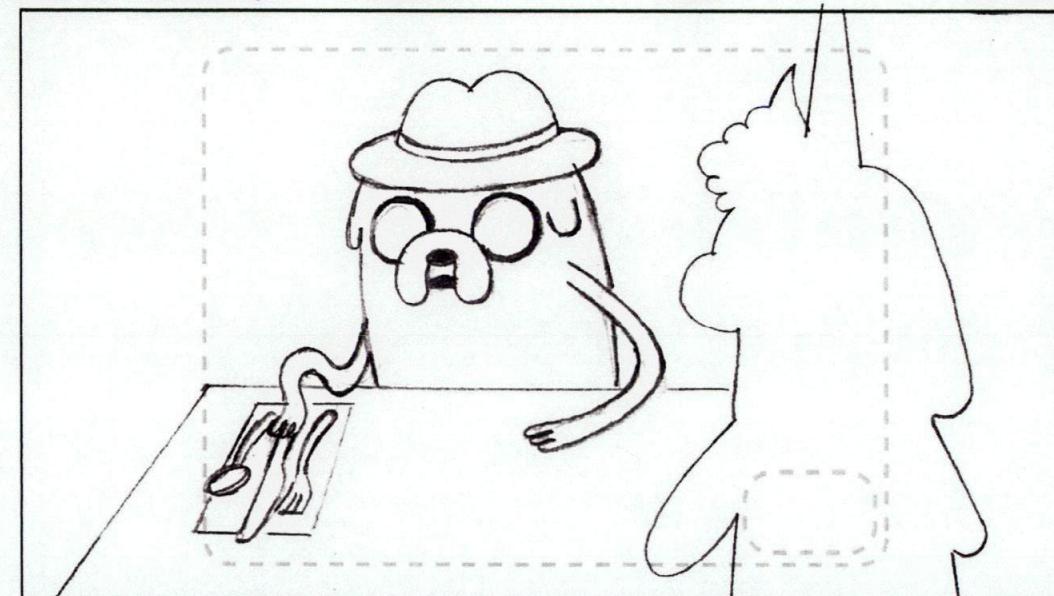
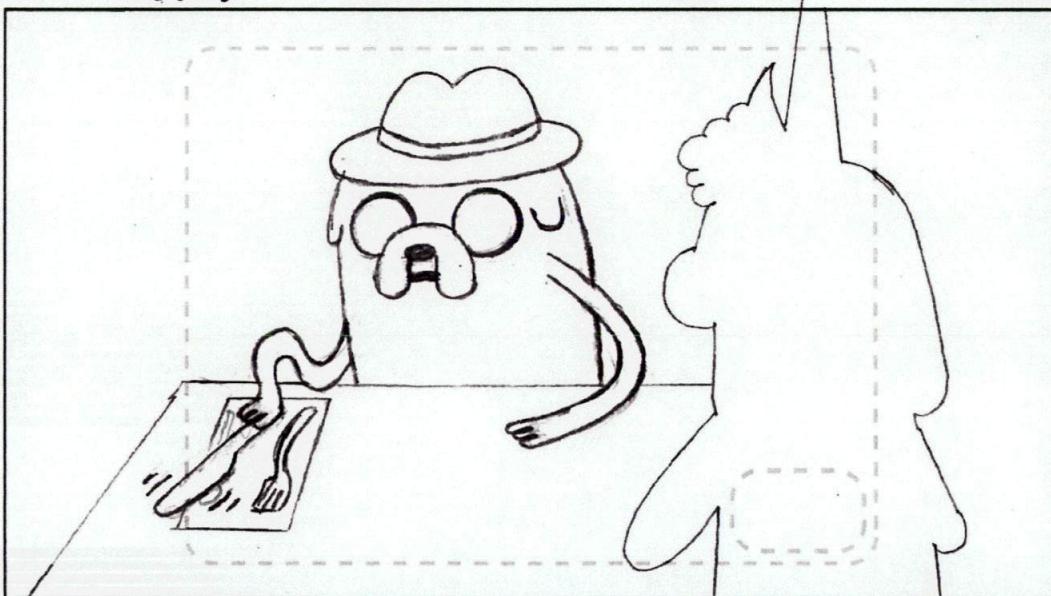
day night

Sc. 14 *cont*

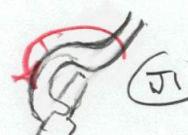
Pnl. J

Bg.

day night



Dialog:



Action:

Jake toys with dinner knife, as he talks.

JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

1034/223

1034/223

ADVENTURE TIME



Page 43

Sc. 14 *cont*

Pnl. K

Bg.

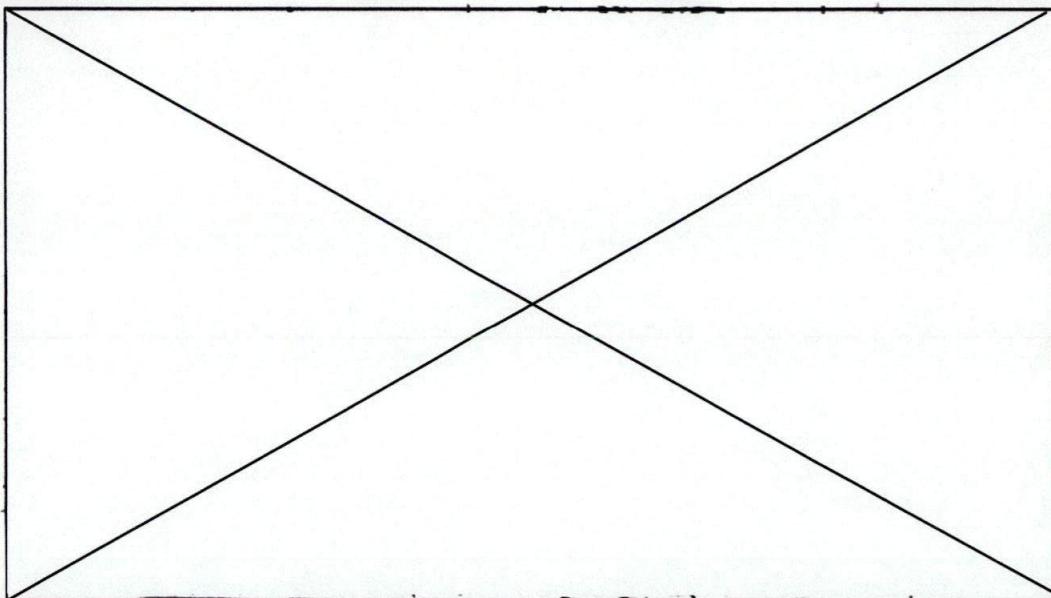
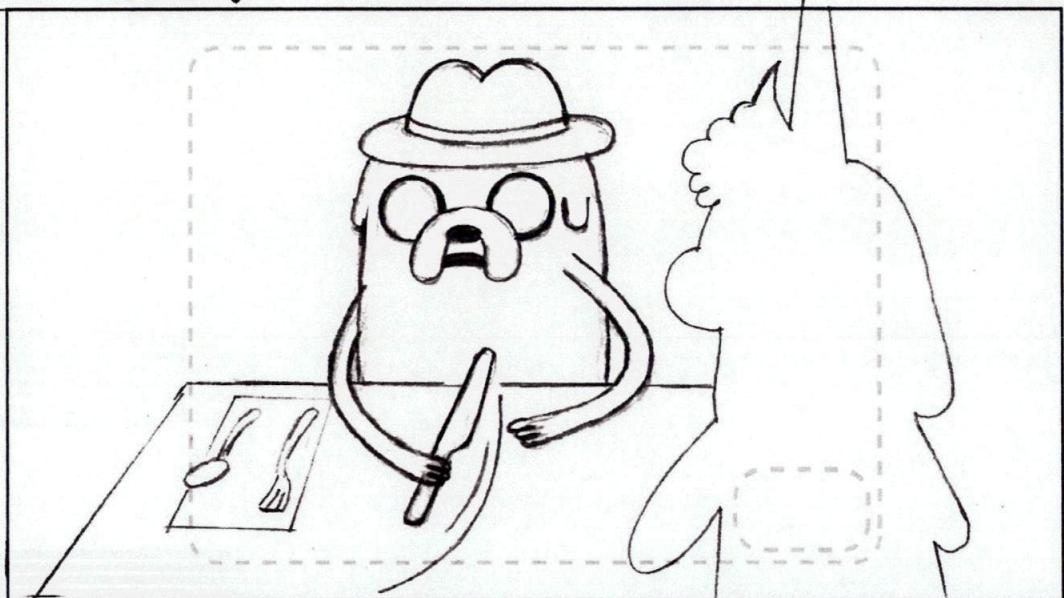
day night

Sc. OUT

Pnl.

Bg.

day night



Dialog:

Jake: -- I blew it.

Action:

- Absent-mindedly, Jake turns knife on himself. (He feels sub-conscious guilt about not being a good enough dad.)

On Viola, a bit worried about Jake.

JUN 09 2015

Timing:

Production :

1034-223

EPISODE #

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1034/223

ADVENTURE TIME



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Page

Sc. 14 *cont*

Pnl. L

Bg.

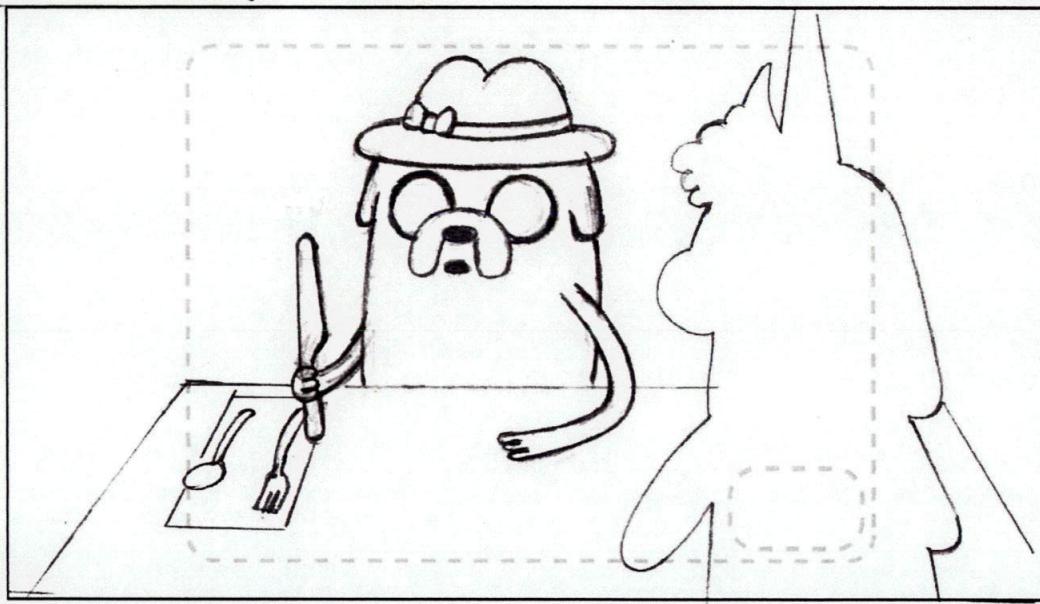
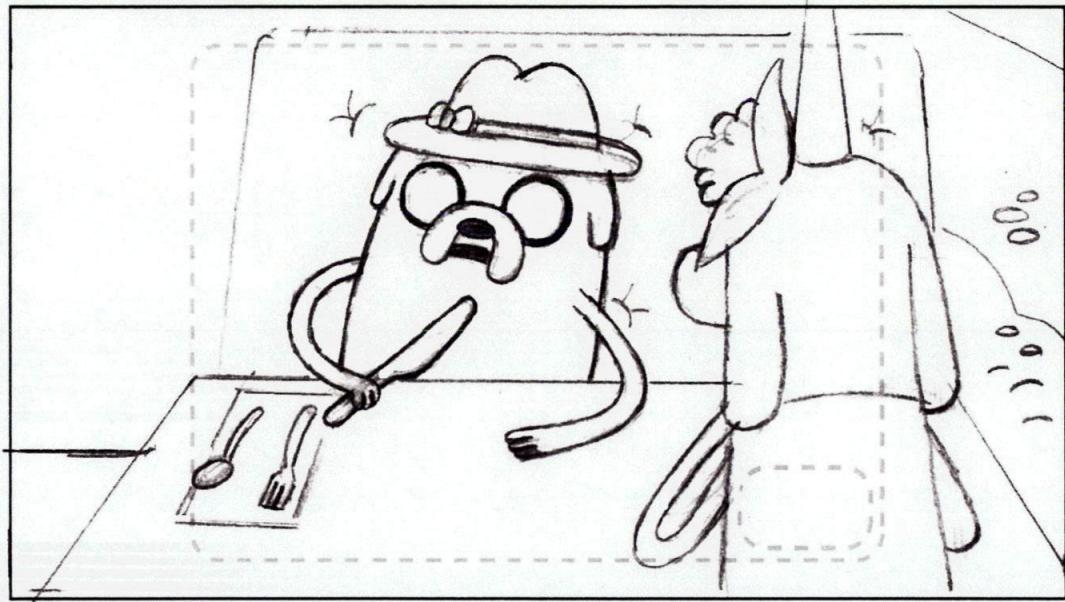
day night

Sc. 14 *cont*

Pnl. M

Bg.

day night



Dialog:

Jake: But--

Action: Cut back to Jake, revealing him in a kind of trance (overcome by guilt).

- Jake snaps out of trance-like state.
- JAKE BOBS BUTTERKNIFE.

JUN 09 2015

Timing:

Production :

1034-223

1034/223

1034/223

ADVENTURE TIME



Page 45

Sc. 14 *cont*

Pnl. N

Bg.

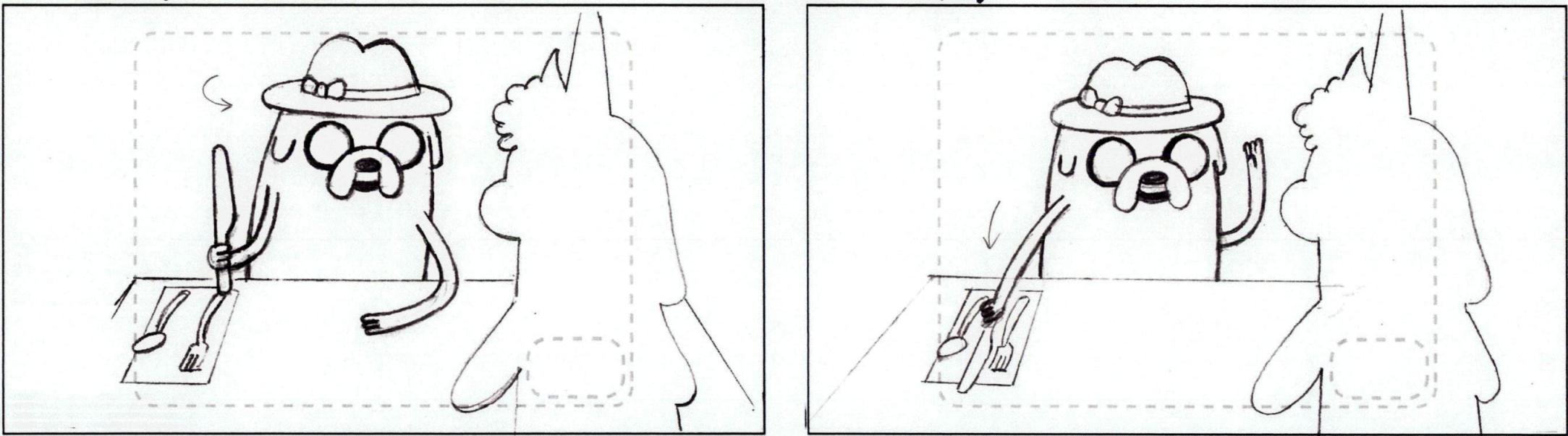
day night

Sc. 14 *cont*

Pnl. O

Bg.

day night



Dialog:

Jake: you getting that part . . .

Jake: . . . that makes my entire life seem worthwhile!

Action: Jake cheers up, thinking about Viola's success as an actress.

- J. PUTS DOWN BUTTERKNIFE.

JUN 09 2015

Timing:

Production :

ADVENTURE TIME

1034/223

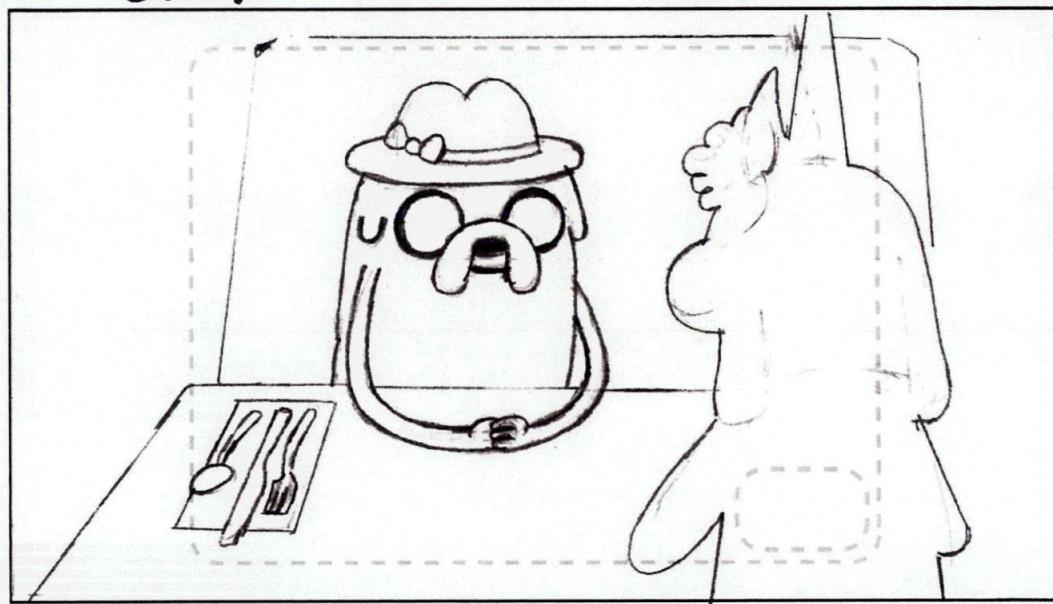
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Sc. 14 *cont*

Pnl. P

Bg.

day night



No Scs. 15-16



Page 46

Sc. 17

Pnl. A

Bg.

day night



1034-223

EPISODE #

Production :

1034/223

Dialog:

Action:

Settle Jake, contented and happy.

On Viola, worried about Jake's fragile mental health.

JUN 09 2015

Timing:

1034/223

ADVENTURE TIME

Page 47Sc. 17 *cont*

Pnl. B

Bg.

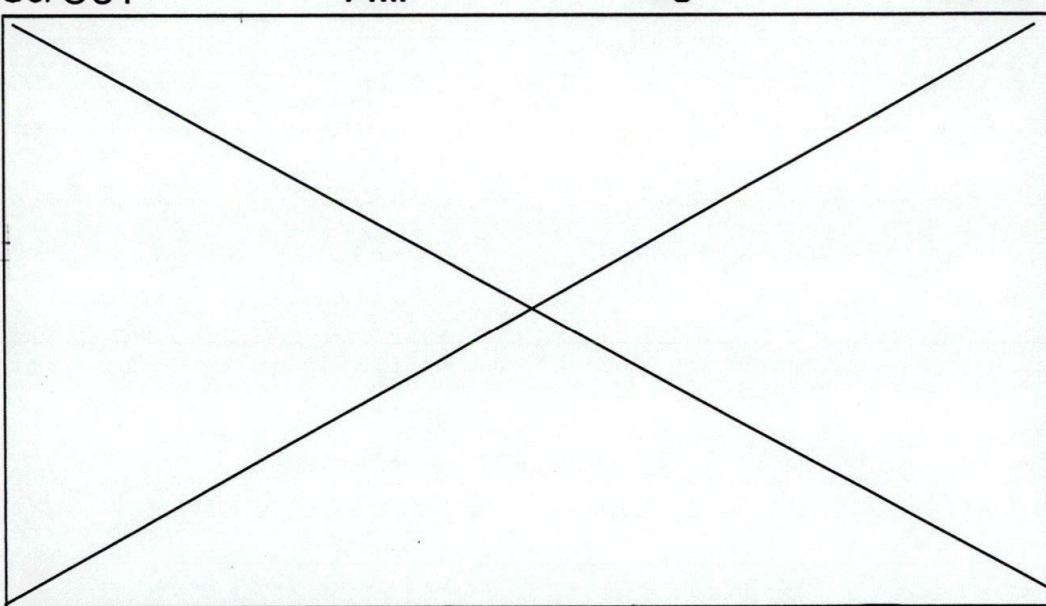
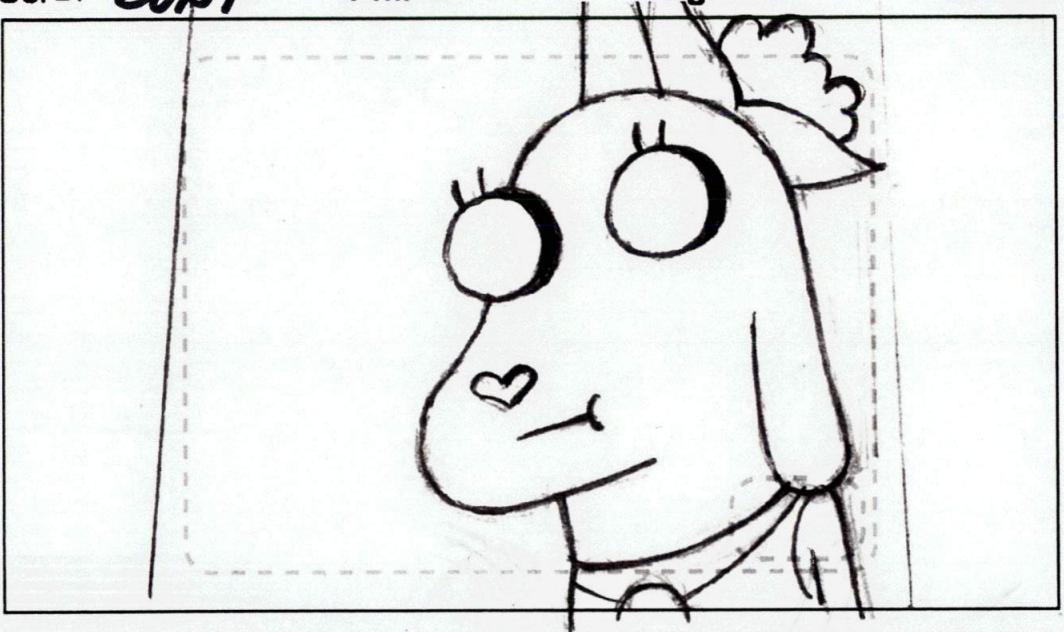
day night

Sc. OUT

Pnl.

Bg.

day night



Dialog: Viola: Hmm.

Action: - Viola decides to continue her white lie (of being a successful actress) so Jake will feel good.

JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

1034/223

1034/223

ADVENTURE TIME

Page 48

Sc. 18

Pnl.A

Bg.

day night



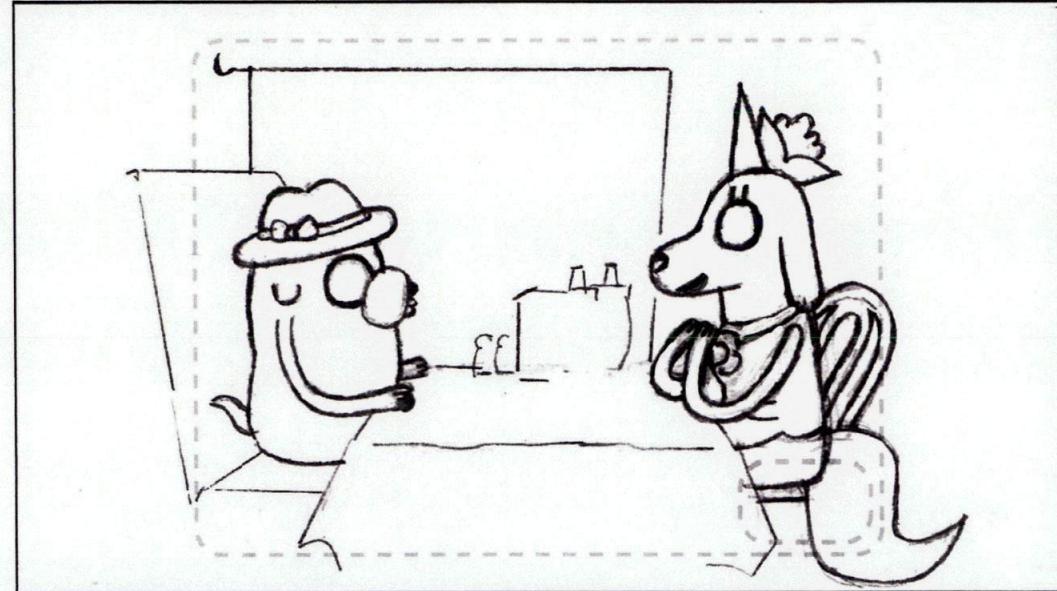
Sc. 18

cont

Pnl. B

Bg.

day night



Dialog:

Jake: You're great, kid!Viola: Aww -- you're great, Dad.

SFX: Brrrrr. [Cell phone]

Action:

Jake gestures enthusiastically, proud of Viola.

JUN 09 2011

Timing:

Production :

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ADVENTURE TIME



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Page

Sc. 18 *cont*

Pnl. C

Bg.

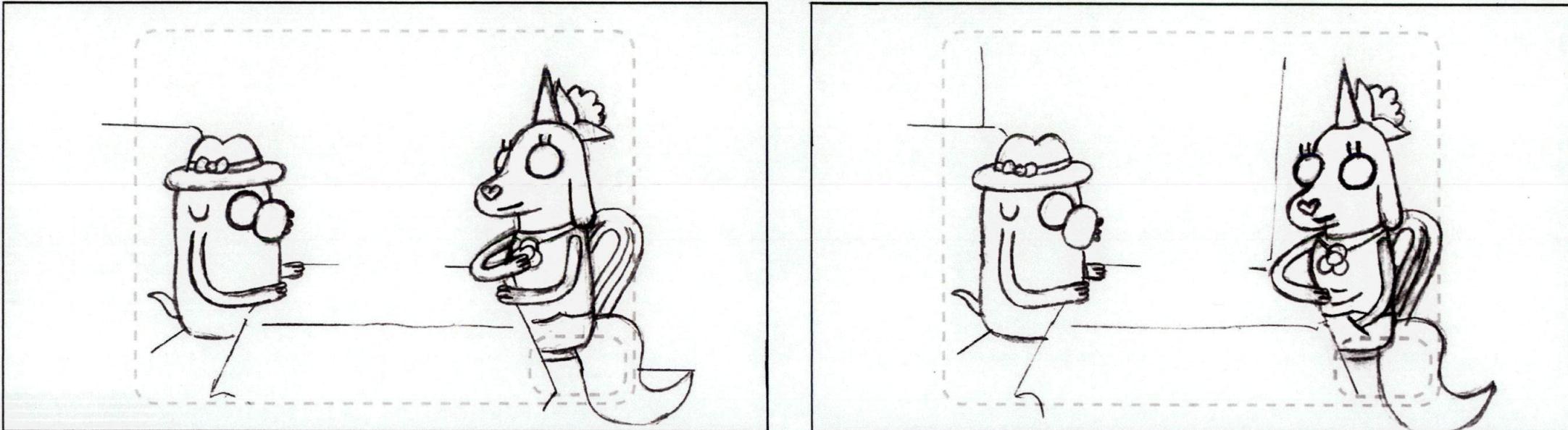
day night

Sc. 18 *cont*

Pnl. D

Bg.

day night



Dialog:

Action: Viola reaches for her cell phone.

cont. Viola reaches for her cell phone.

(Maybe she has a hip pocket in her skirt.)

JUN 09 2015

Timing:

Production :

1034-223

1034/223

ADVENTURE TIME



Page 50

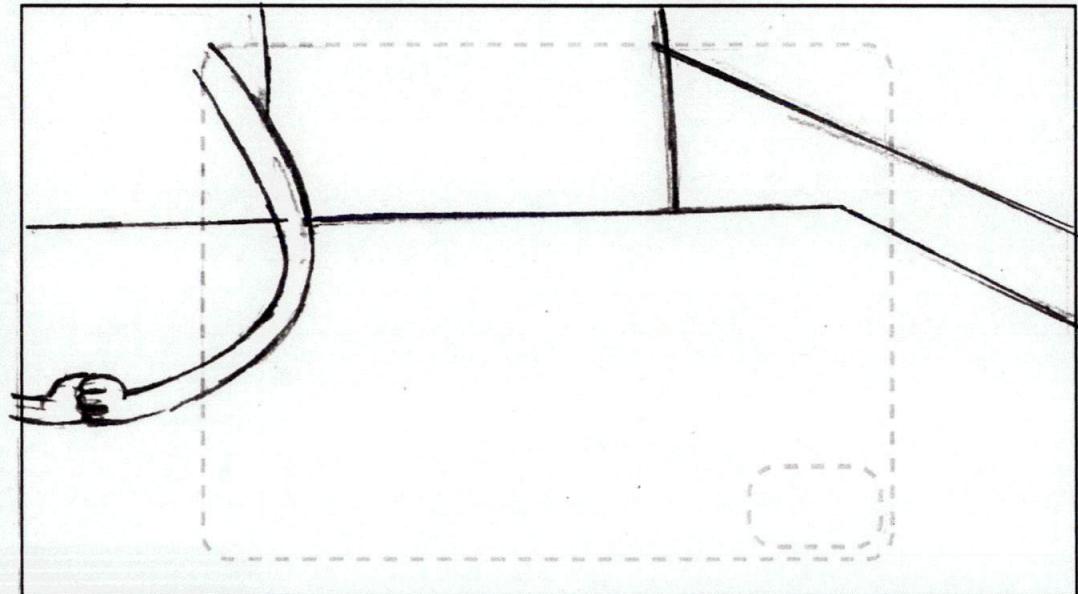
1034/223

Sc. 19

Pnl. A

Bg.

day night



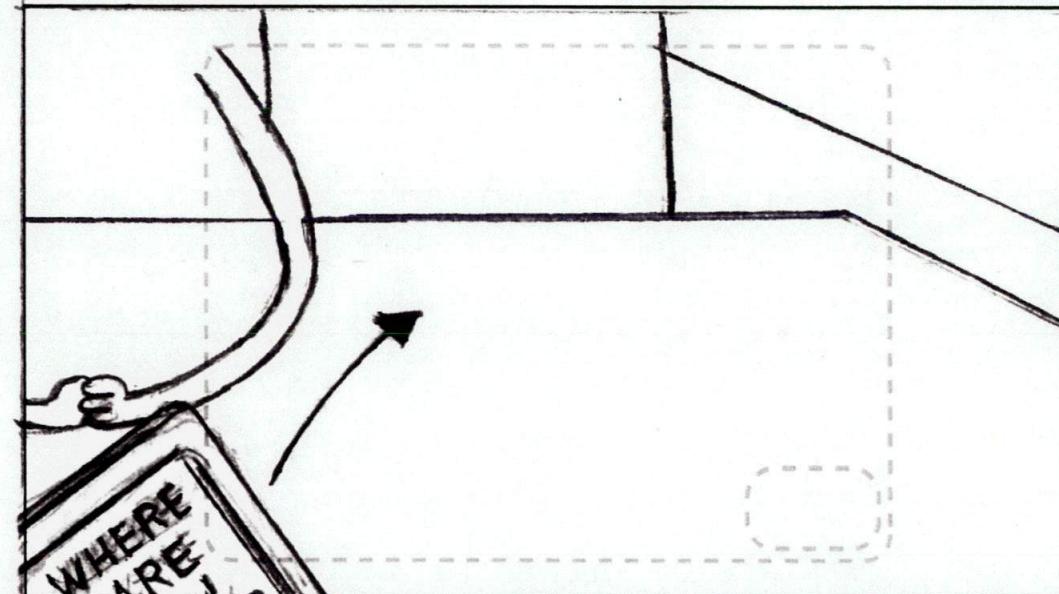
Sc. 19

CONT

Pnl. B

Bg.

day night



Dialog:

Action:

On top table,

Viola lifts cell phone into view.

JUN 09 2015

Timing:

Production :

1034-223

ADVENTURE TIME



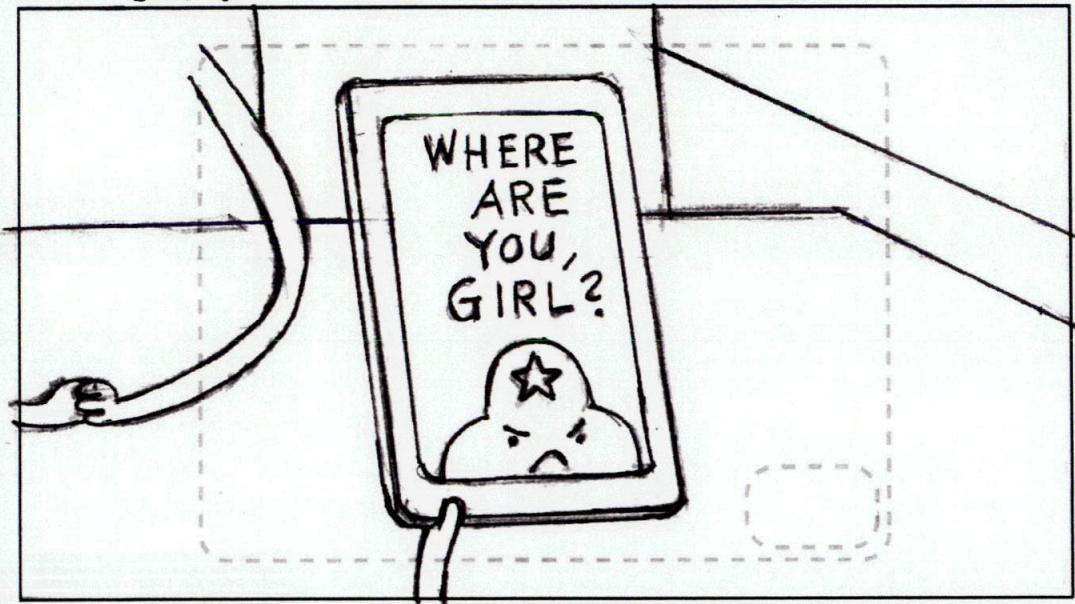
Page 51

Sc. 19 *cont*

Pnl. C

Bg.

day night

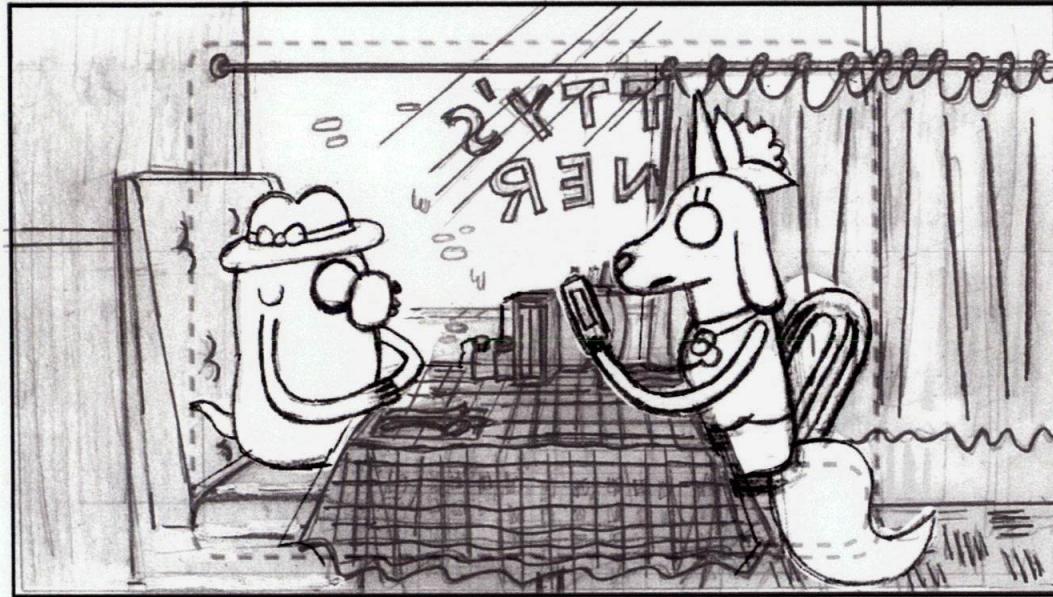


Sc. 20

Pnl. A

Bg.

day night



Dialog:

VIOLA: DAD . . .

Action:

Settle cell phone. (Showing text message from LSP.)

JUN 09 2015

Timing:

Production :

1034/223

ADVENTURE TIME



Page 52

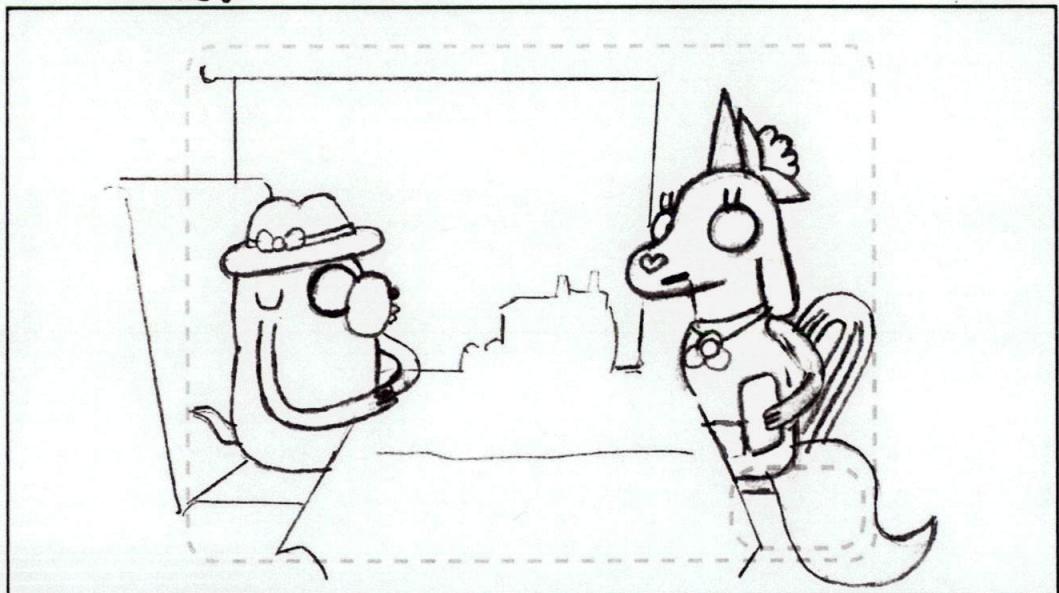
1034/223

Sc. 20 cont

Pnl. B

Bg.

day night

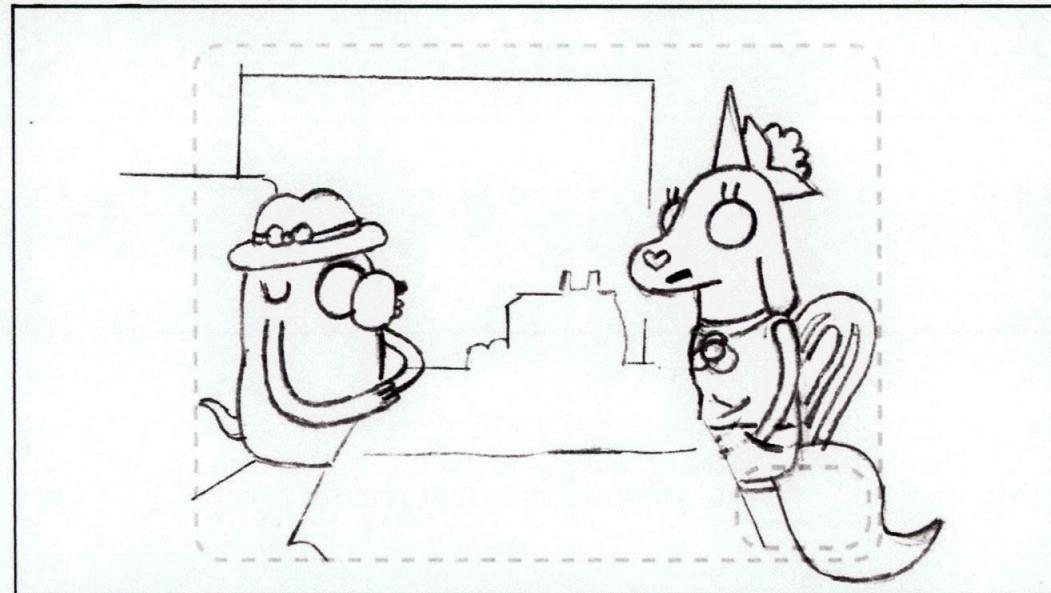


Sc. 20 cont

Pnl. C

Bg.

day night



Dialog:

Viola: I have to - -

Viola: - - go.

Action:

Viola puts cell phone back into her . . . skirt pocket?
Or something.

JUN 09 2015

Timing:

Production :

ADVENTURE TIME



Page 53

Sc. 20 cont Pnl. D

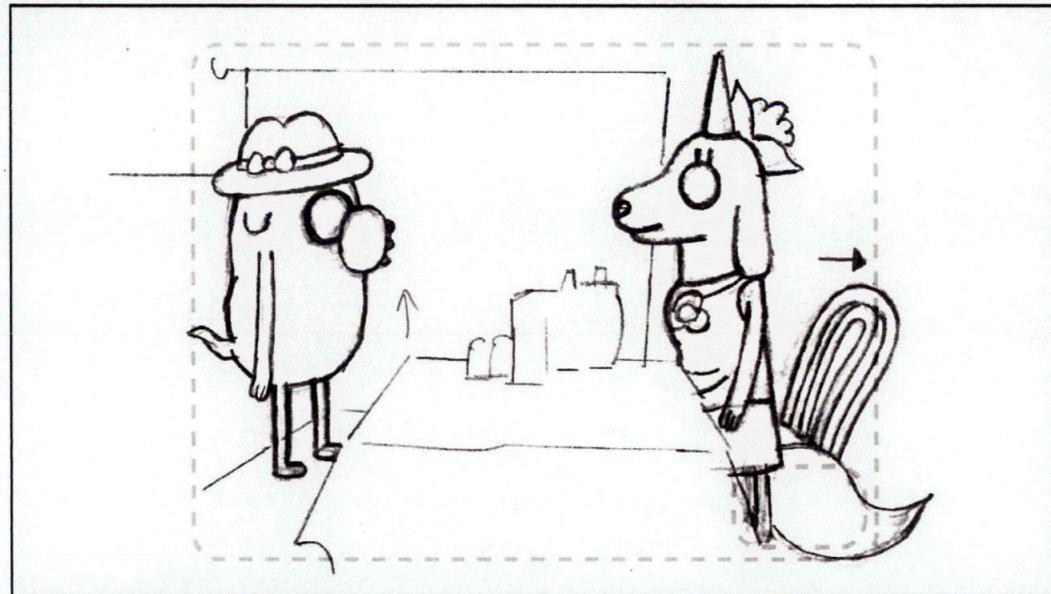
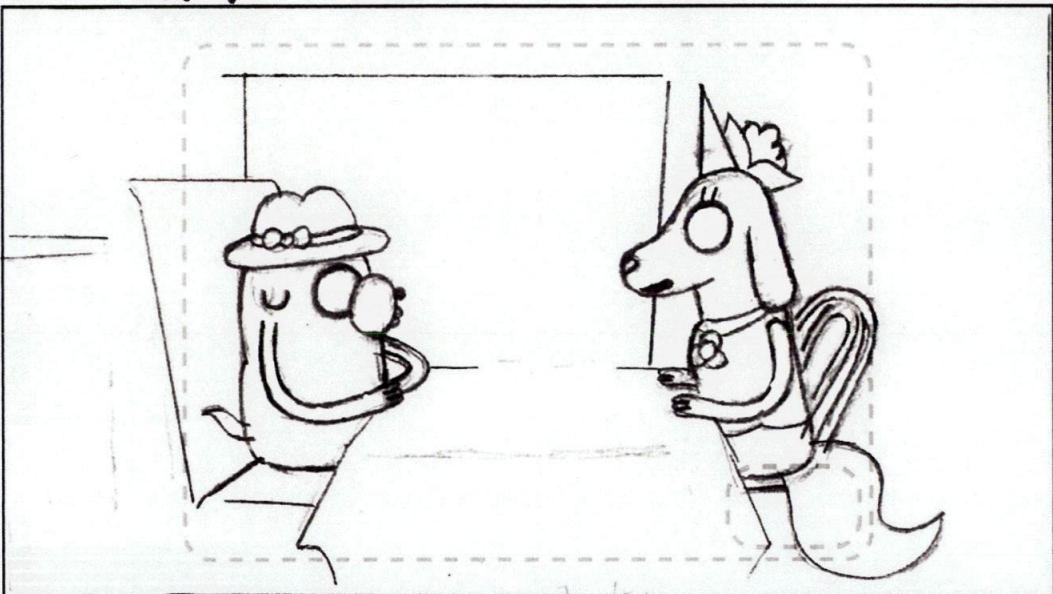
Bg.

day night

Sc. 20 cont Pnl. E

Bg.

day night



Dialog: Viola: I have a rehearsal.

SFX: Scrunch. [chair on floor]

Jake: That's cool.

Action: Antic. Viola standing up.

Viola stands up / pushes chair back.
Jake stands up too.

JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

1034/223

ADVENTURE TIME



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Page _____

Sc. 20 cont

Pnl. F

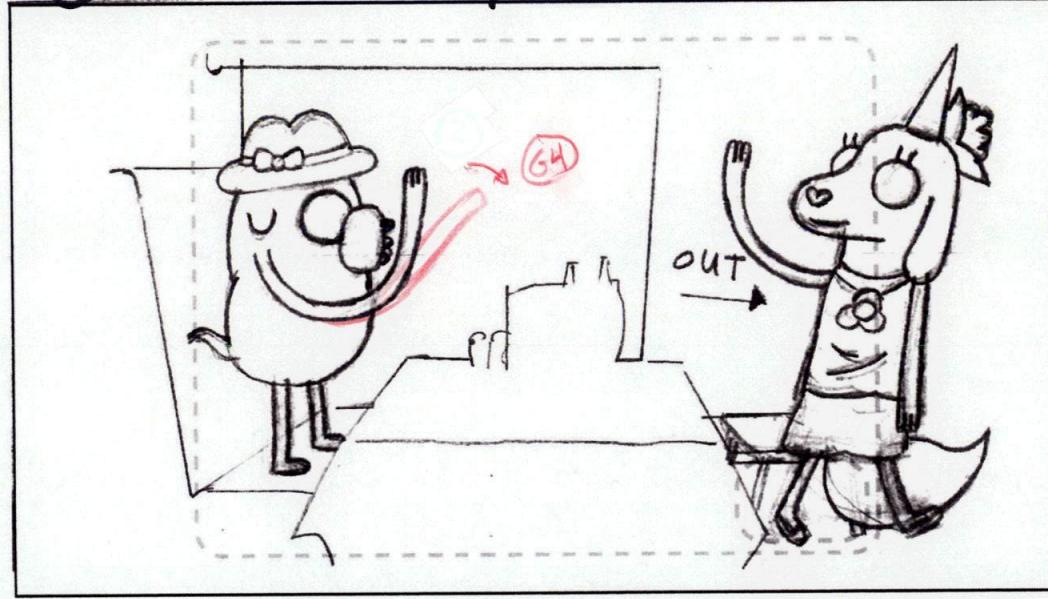
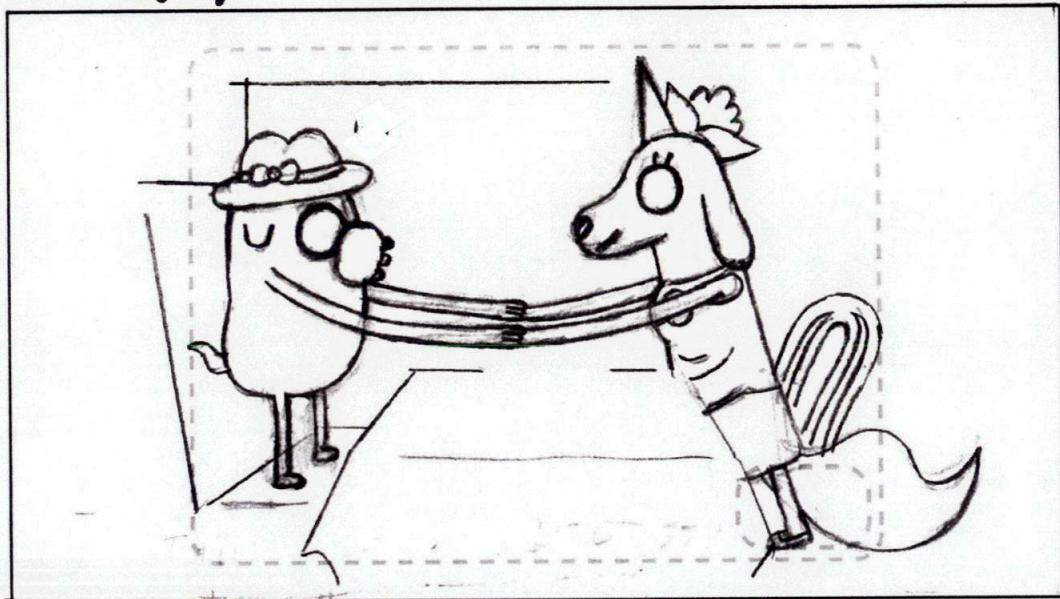
Bg.

day night

Sc. 20 cont Pnl. G

Bg.

day night



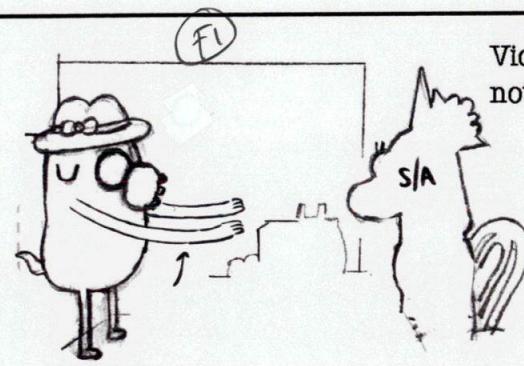
Dialog:

Jake: Go get 'em, kid.

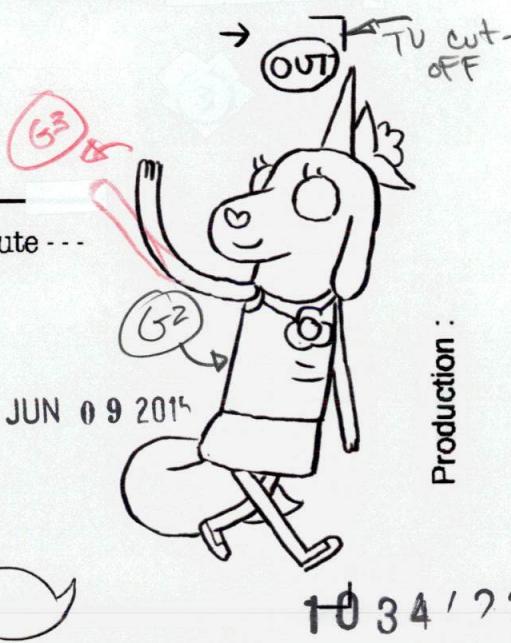
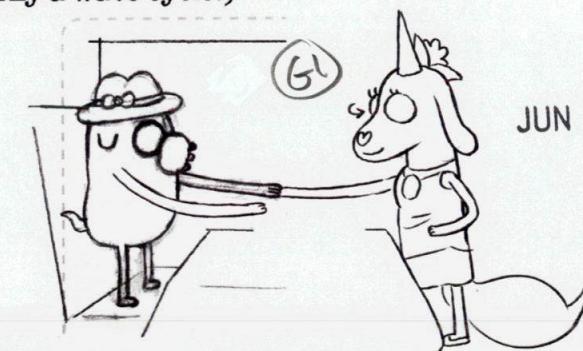
Action:

Jake and Viola clasp hands.

Timing:



Viola exits. They wave at each other (a kind of salute --- not necessarily a wave cycle.)



Production :

1034-223

EPISODE #

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1034/293

ADVENTURE TIME



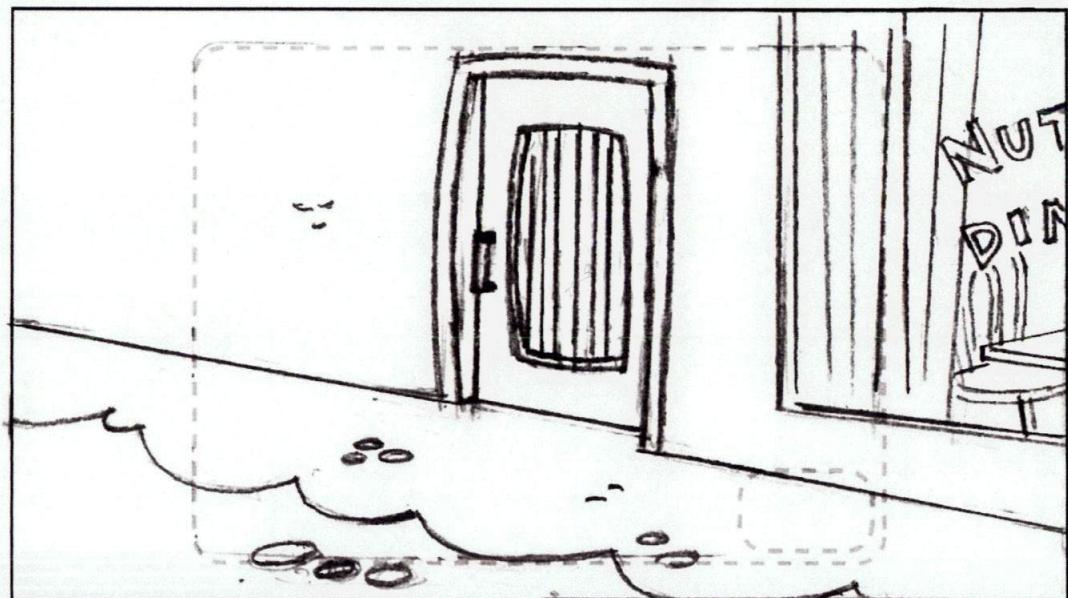
Page 55

Sc. 21

Pnl. A

Bg.

day night



Sc. 21 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

On exterior, door of restaurant.

Viola exits restaurant.

JUN 09 201^f

Timing:

Production :

1034/223

ADVENTURE TIME

1034/223

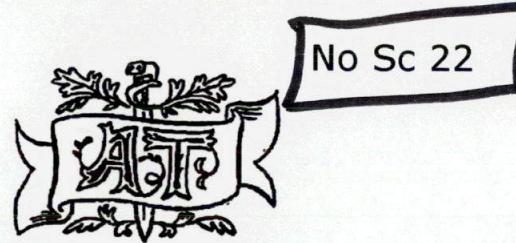
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Sc. 21 ~~cont~~

Pnl. C

Bg.

day night



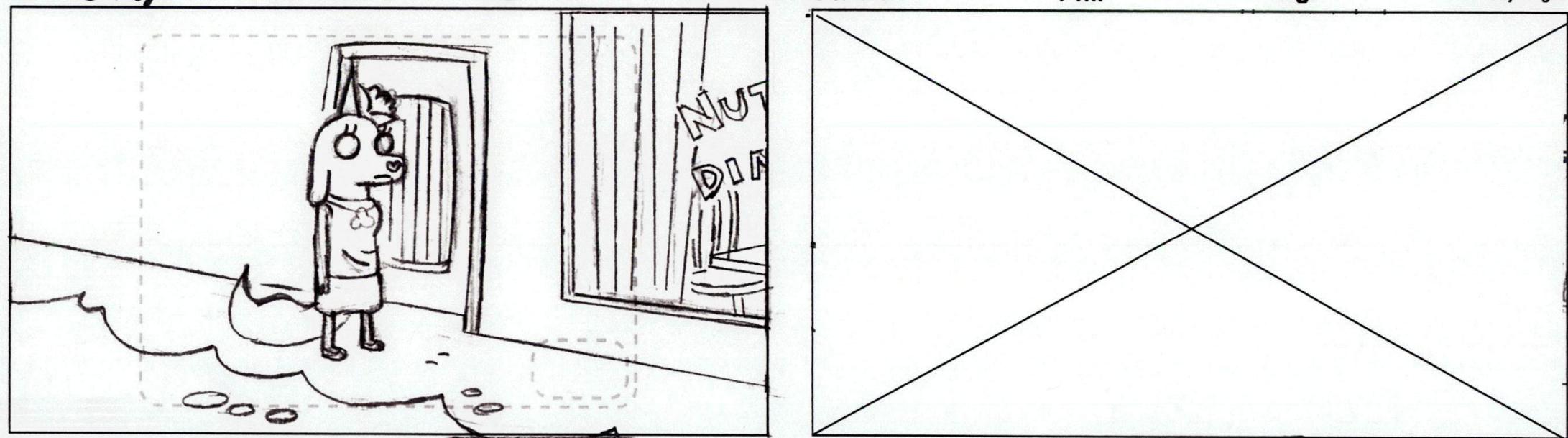
No Sc 22

56

Page 56
NO PGS 57-59
day night

EPISODE # 1034-223

1034/223



Dialog:

VIOLA : [SIGH]

JUN 09 2015

Action:

Viola pauses for a second, feeling guilty about lying (about being a successful actress).

Timing:

Production :

1034/223

ADVENTURE TIME



Page 60

Sc. 23

Pnl. A

Bg.

day night

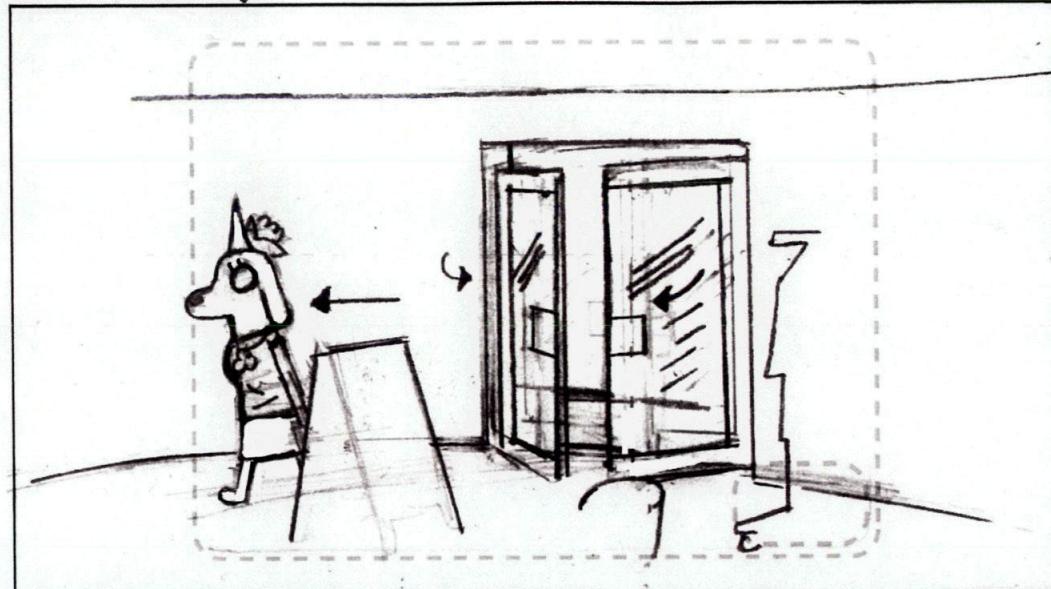


Sc. 23 ~~cont~~

Pnl. B

Bg.

day night



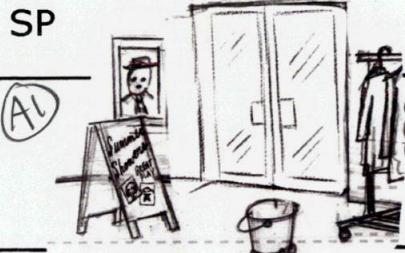
Dialog:

Tree Trunks (O/S): I do hope that Nigel --

TT (O/S): -- had no trouble at --

Action:

Viola enters the lobby of the playhouse.



JUN 09 2015

Timing:

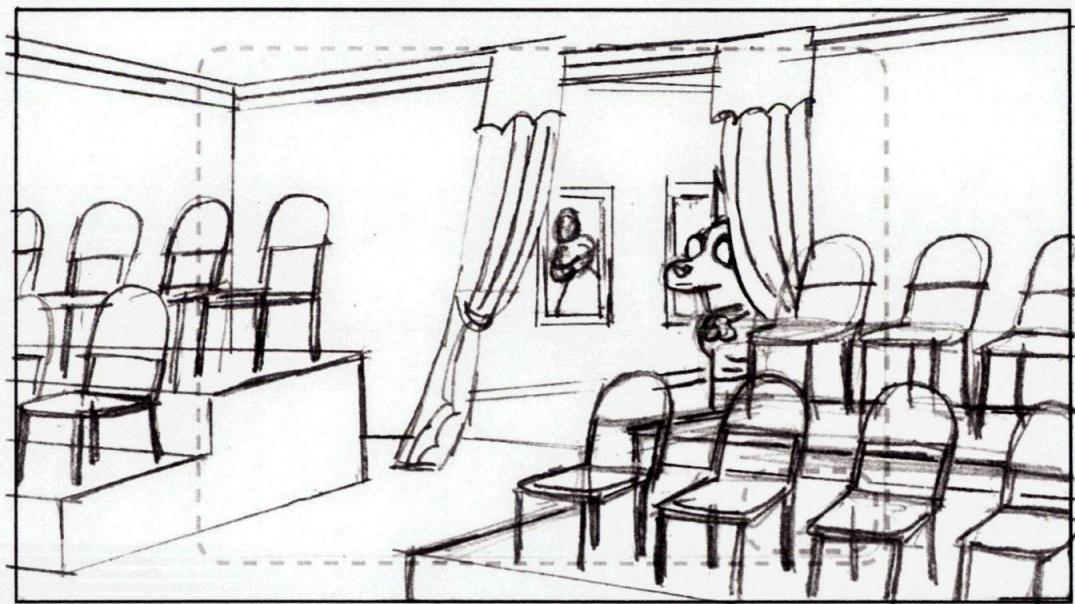
Production :

1034/223

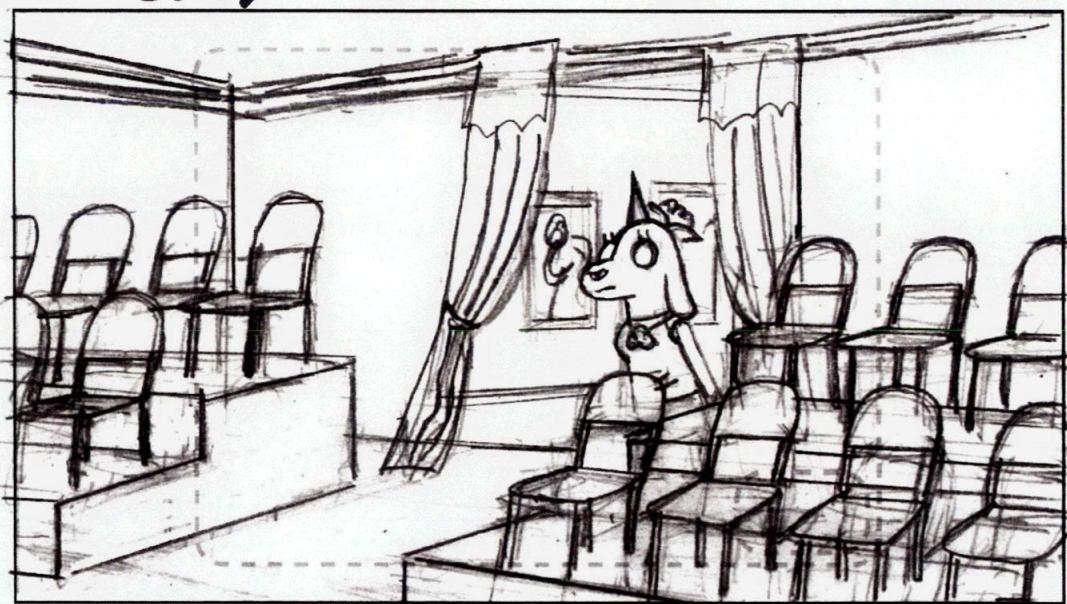
ADVENTURE TIME

Page 61**Sc. 24****Pnl. A****Bg.**

day night

**Sc. 24 *cont*****Pnl. B****Bg.**

day night

**Dialog:**TT (O/S): -- At Chelmsyhead Station**Action:**

Viola walks from the lobby to the seating area.
She sees that a rehearsal is in progress.

JUN 09 2015

Timing:

Production :

1034-223

EPISODE #

1034/223

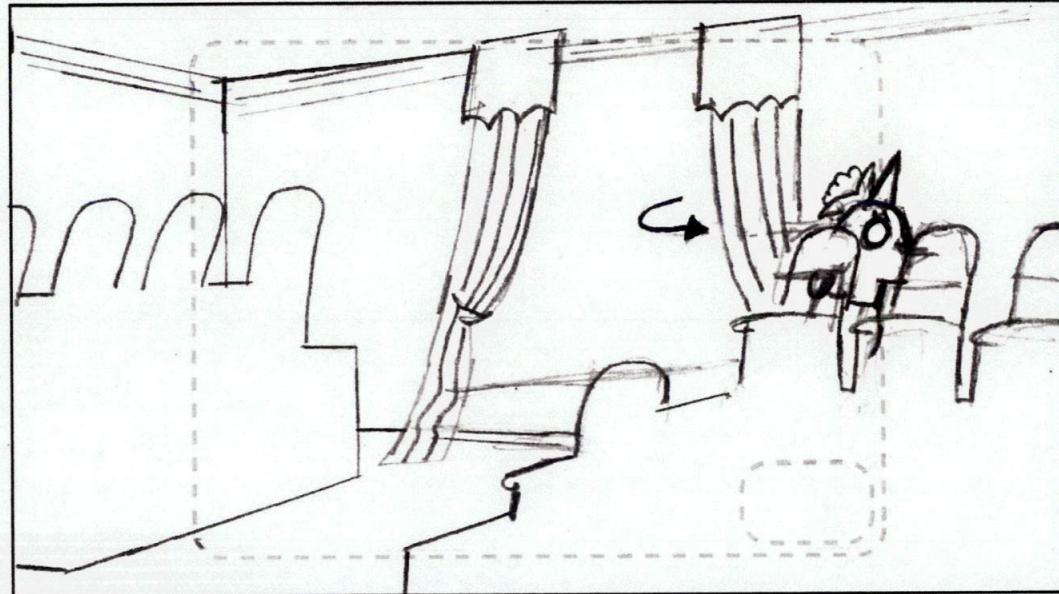
ADVENTURE TIME

Page 62Sc. 24 ~~cont~~

Pnl. C

Bg.

day night

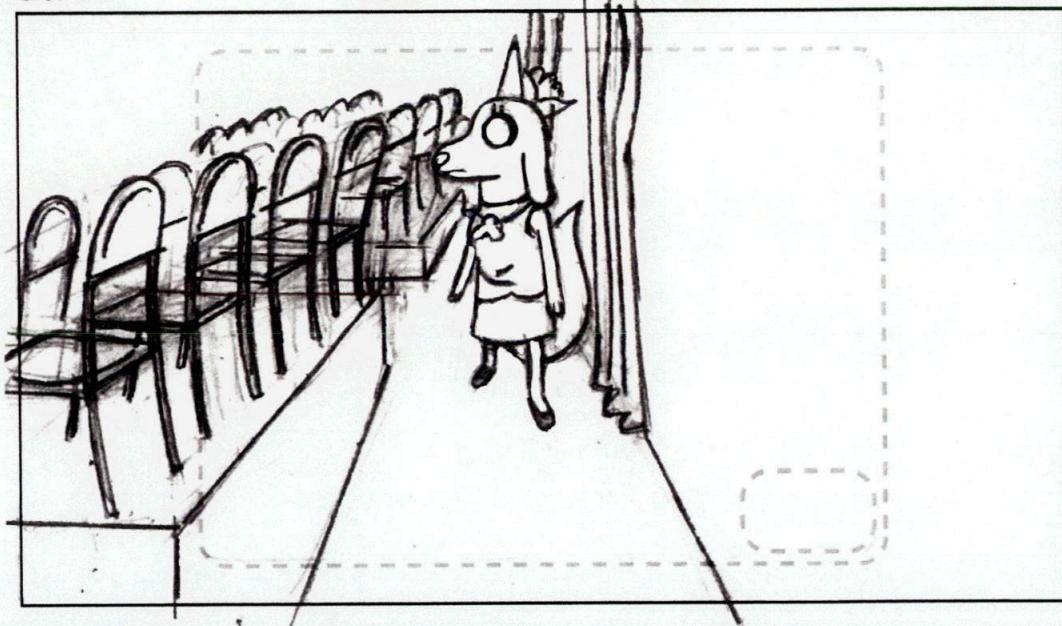


Sc. 25

Pnl. A

Bg.

day night



EPISODE #

1034-223

Dialog:

TT (O/S): And there are never - -

Action:

Viola begins to walk around the seating area, to go to the backstage area unobtrusively.

Viola walks behind the seating area, quietly.

JUN 09 2015

Timing:

Production :

1034/223

ADVENTURE TIME



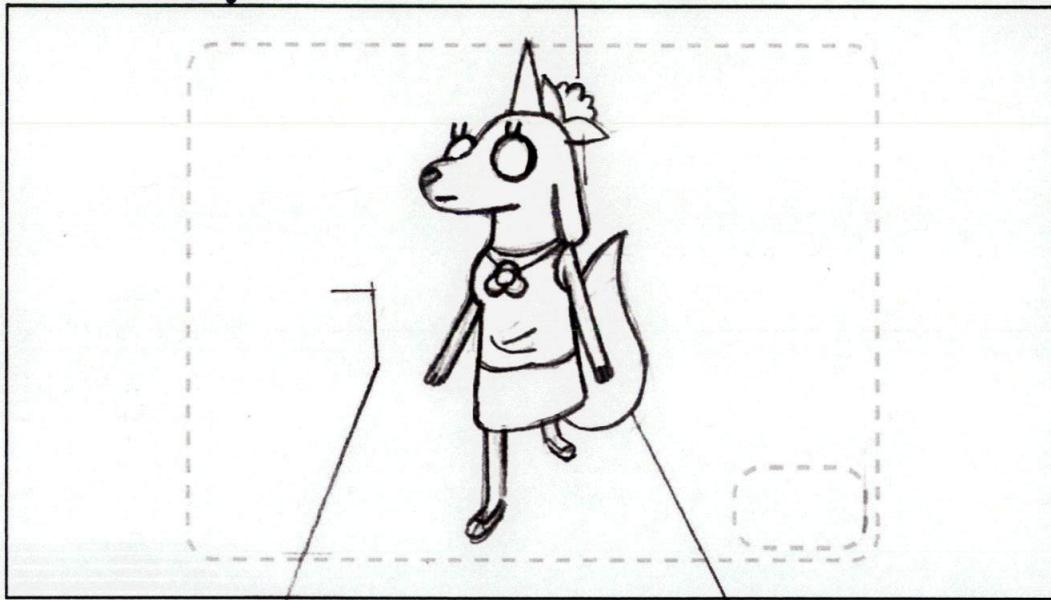
Page 63

Sc. 25 cont

Pnl. B

Bg.

day night

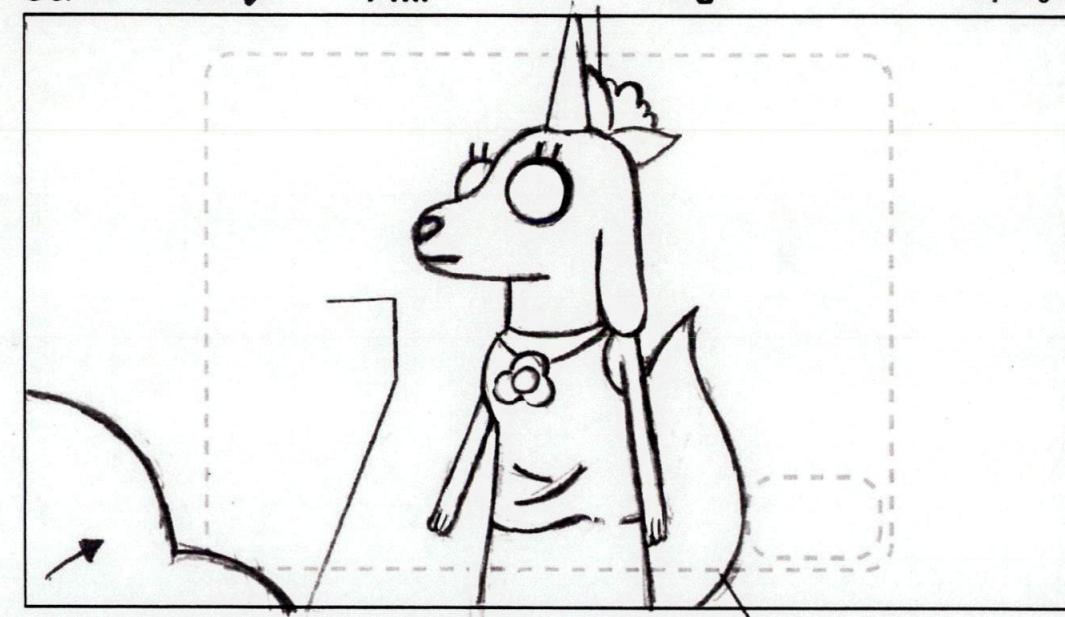


Sc. 25 cont

Pnl.

Bg.

day night

**Dialog:**

TT (O/S): -- any taxi cabs --

TT (O/S): -- to be found AT KEM WORTH .

Action:

cont. Viola walking quietly.

(She is looking at the stage as she walks.)

LSP enters suddenly in FG.

JUN 09 2015

Timing:

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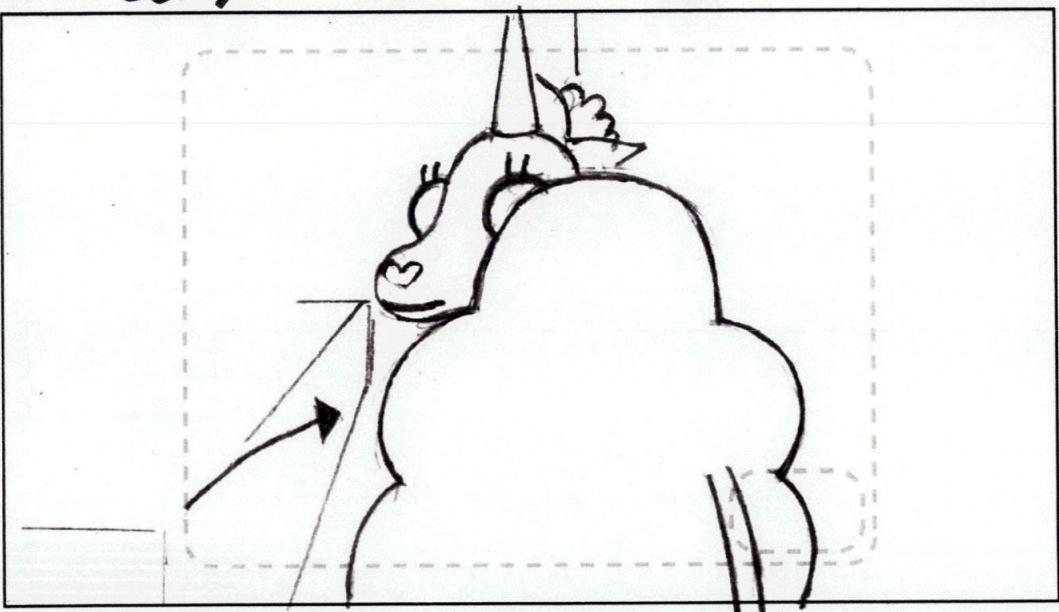
1034/223

Sc. 25 *cont*

Pnl. D

Bg.

day night



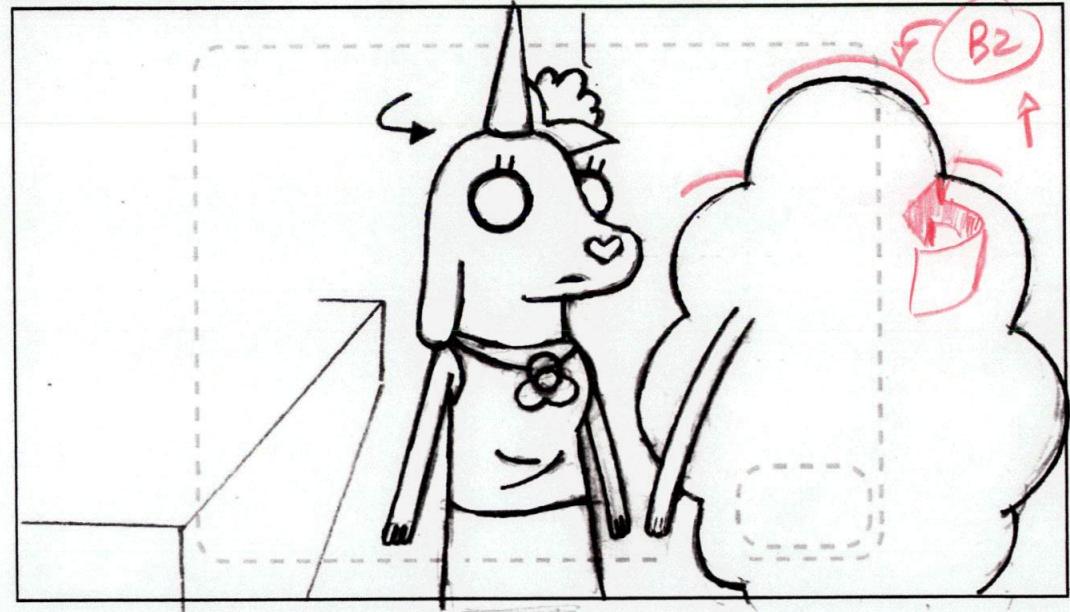
Sc. 25 *cont*

Pnl. E

Bg.

day night

slight float up

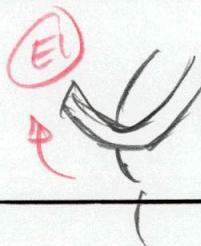


Dialog:

LSP: What have I found here?!

Action:

— cont. LSP entering suddenly, in front of Viola.



JUN 09 2013

Timing:

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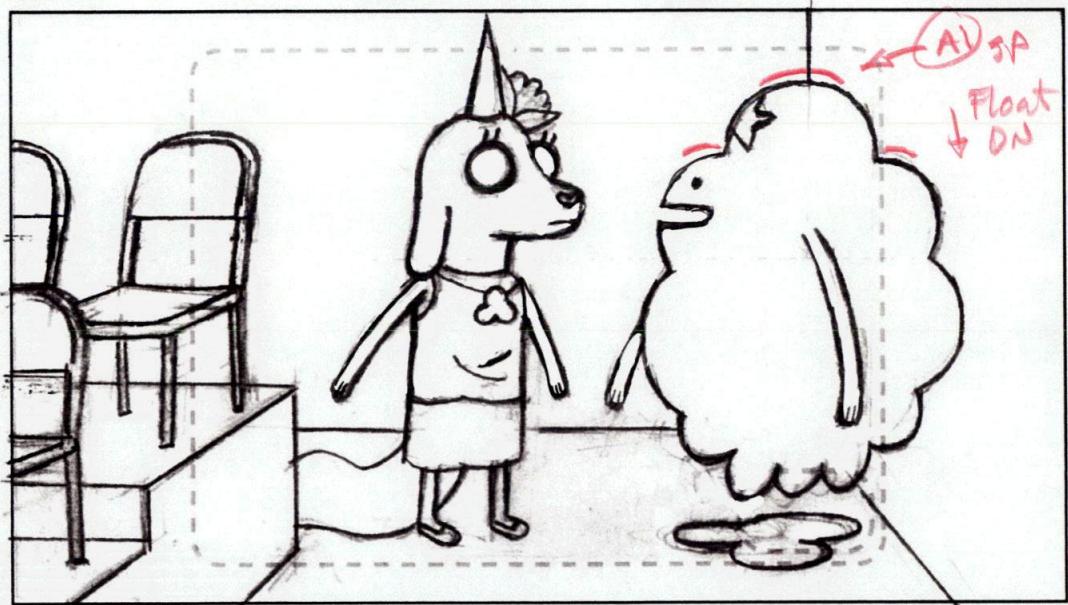
1034/223

Sc. 26

Pnl. A

Bg.

day night



Sc. 26 cont

Pnl. B

Bg.

day night



Dialog:

LSP: Is it a little mouse?

Action:

Wider on Viola and LSP.

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



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Sc. 26 *cont*

Pnl. C

Bg.

day night

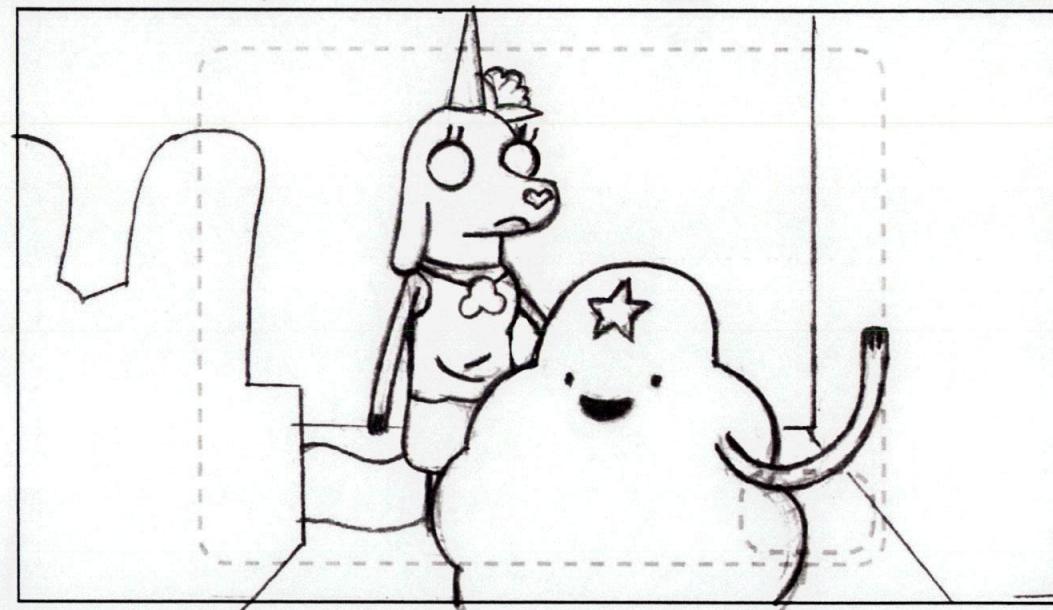


Sc. 26 *cont*

Pnl. D

Bg.

day night



Dialog:

LSP: [GASP]

Action:

LSP grabs Viola's hand.

LSP drags Viola toward the theater stage.

JUN 09 2015

Timing:

Production :

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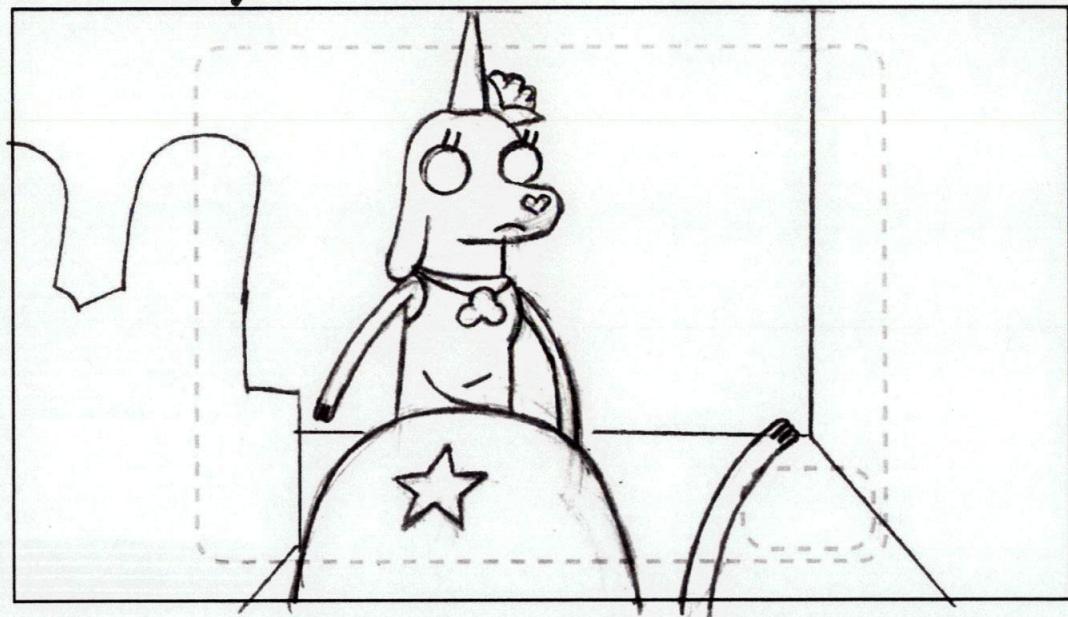
ADVENTURE TIME

Page 67Sc. 26 *cont*

Pnl. E

Bg.

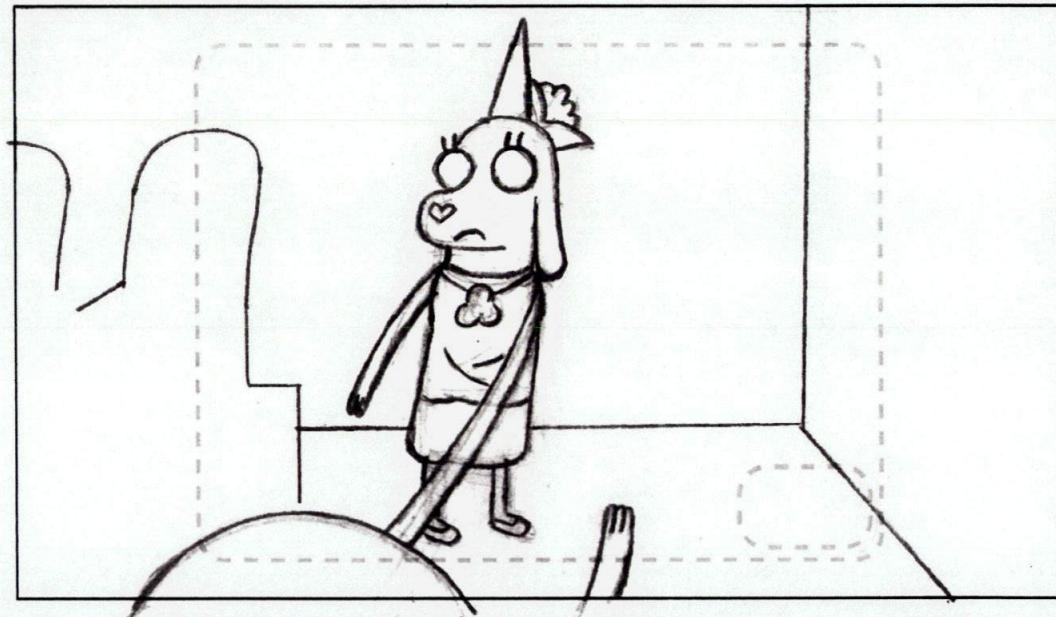
day night

Sc. 26 *cont*

Pnl. F

Bg.

day night

**Dialog:****Action:**

- cont. LSP drags Viola toward the theater stage.

JUN 09 2015

Timing:

Production :

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Page

Sc. 26 *cont*

Pnl. G

Bg.

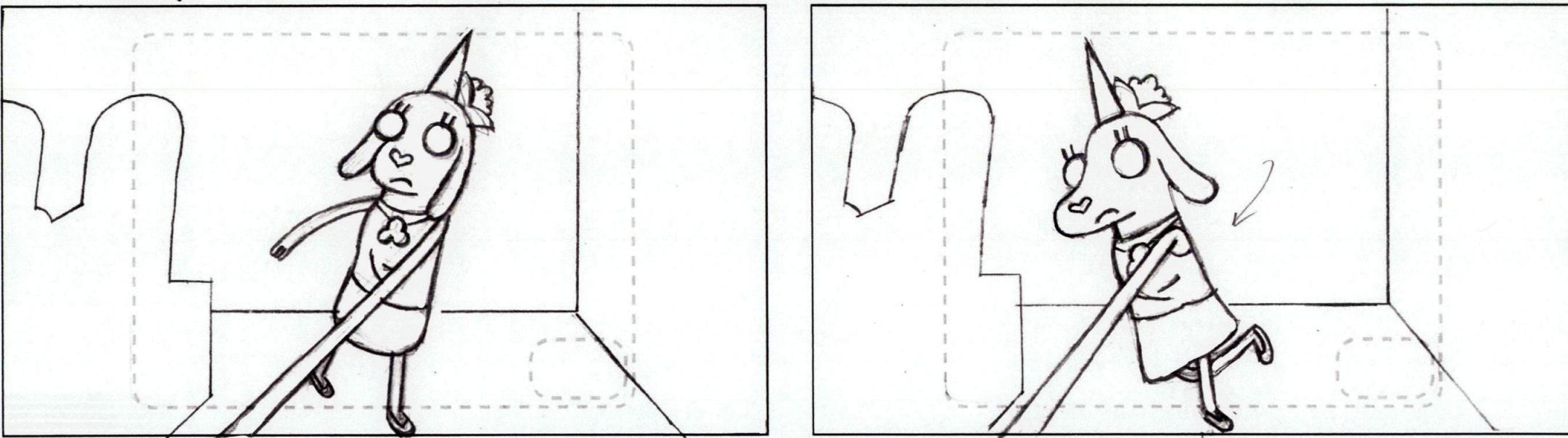
day night

Sc. 26 *cont*

Pnl. H

Bg.

day night



Dialog:

Action:

cont. LSP drags Viola toward the theater stage.

JUN 09 2015

Timing:

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Page

Sc. 26 *cont*

Pnl. I

Bg.

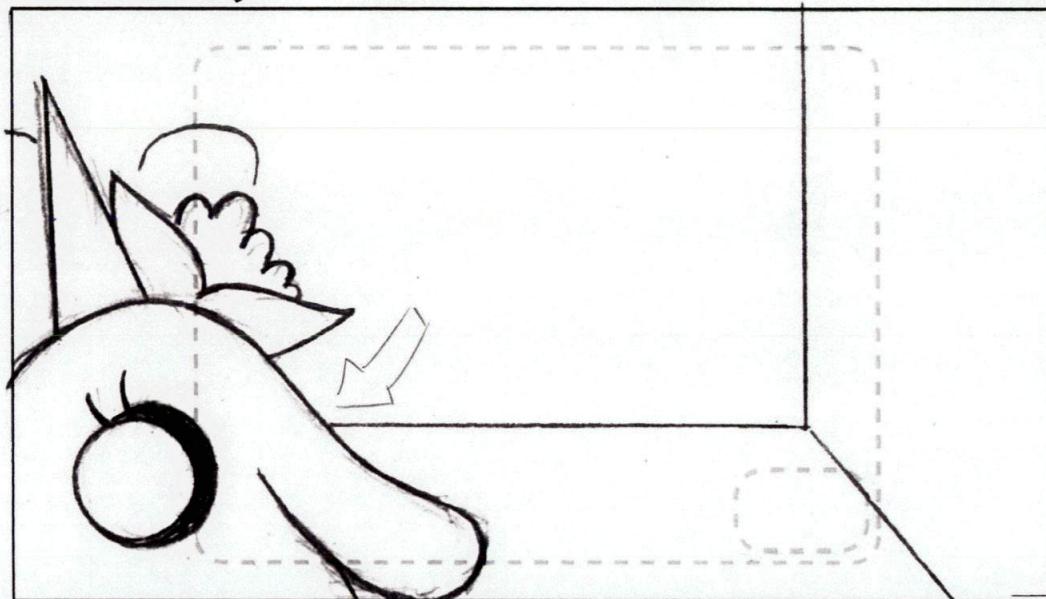
day night

Sc. 26 *cont*

Pnl. J

Bg.

day night



Dialog:

LSP: PEOPLE!

Action:

Viola is dragged off-screen.

JUN 09 2015

Timing:

Production :

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Page

Sc. 26 ~~cont~~

Pnl. K

Bg.

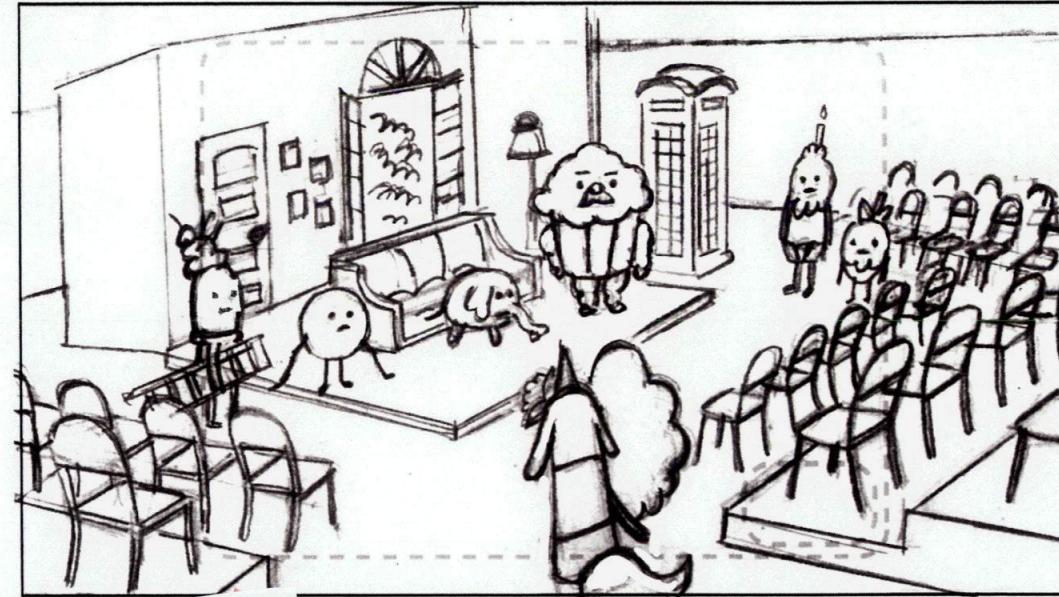
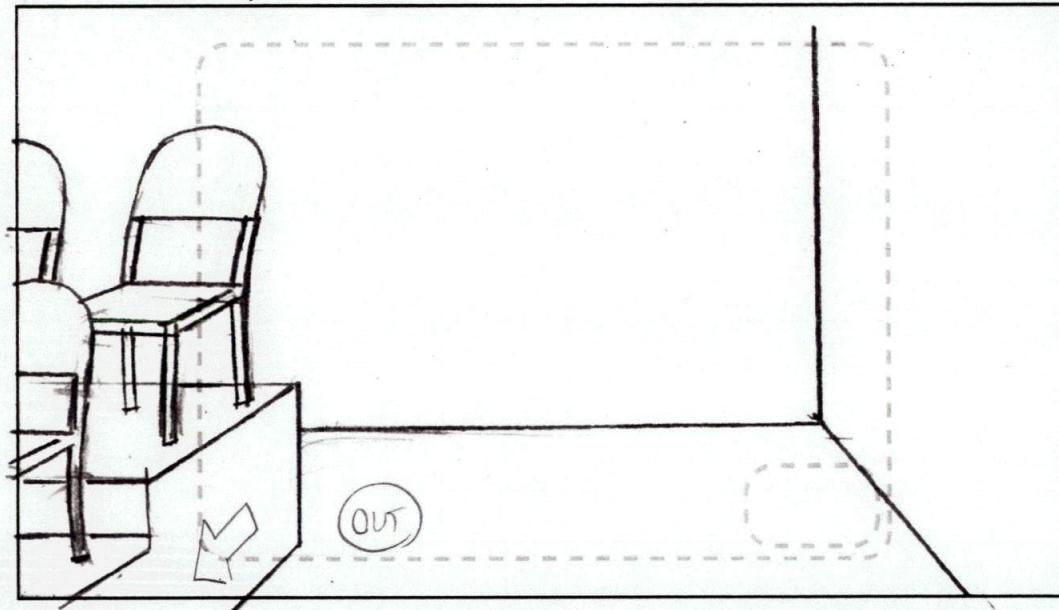
day night

Sc. 27

Pnl. A

Bg.

day night



Dialog:

LSP: Look what I've found, it's a little mouse!

Action:

LSP brings Viola to the theater stage.
Actors and stagehands are standing around.

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME

Page 71Sc. 27 ~~cont~~

Pnl. B

Bg.

day night



Sc. 28

Pnl. A

Bg.

day night



Dialog: LSP: She scampers in and out, whenever she wants,

LSP: Everyone else is really a square--

Action:

— Closer on LSP and Viola.

JUN 09 2015

Timing:

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Production :

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ADVENTURE TIME



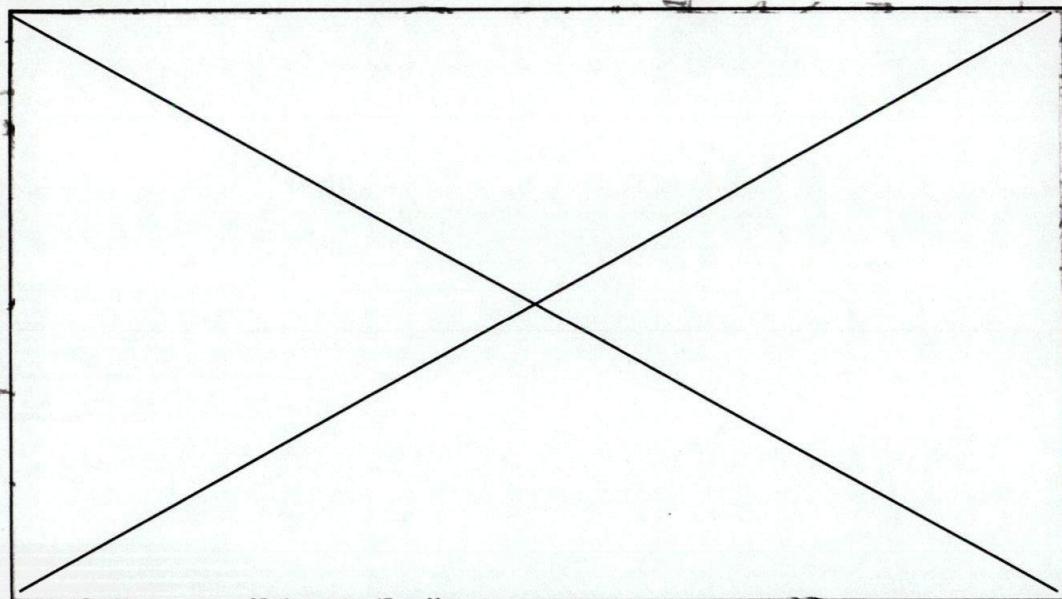
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Sc. OUT

Pnl.

Bg.

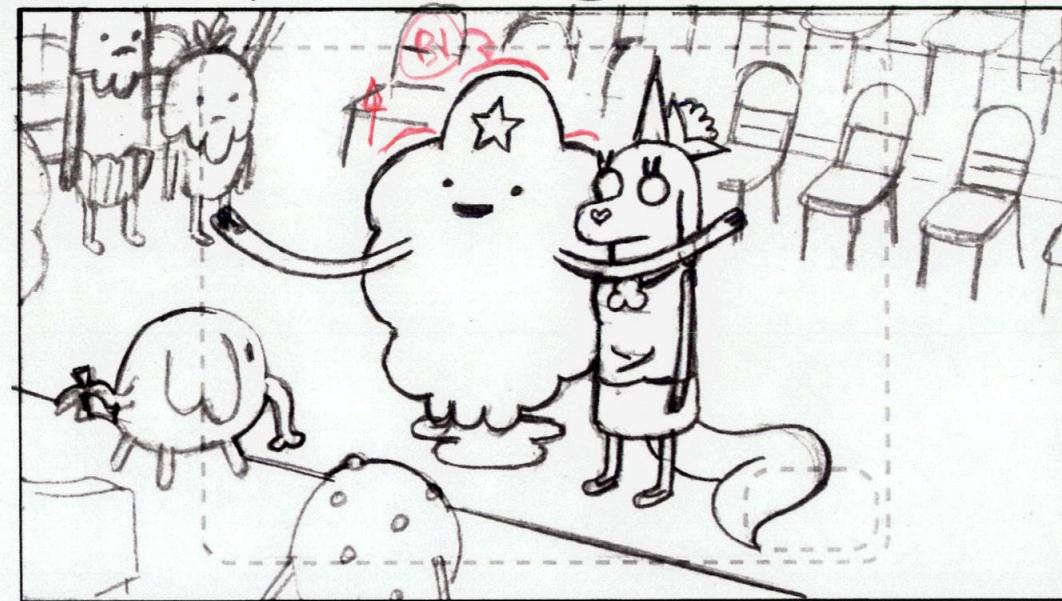
day night



Sc. 28 cont

(B)

day night



Dialog:

LSP: --working together as a team--

Action:

JUN 09 2015

Timing:

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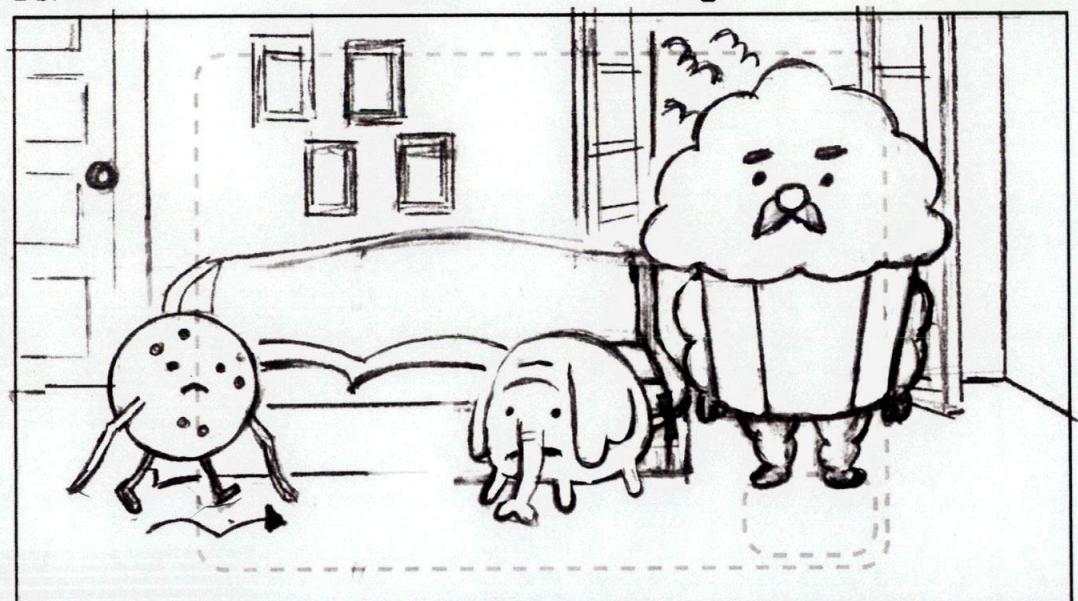
1034/223

Sc. 29

Pnl. A

Bg.

day night

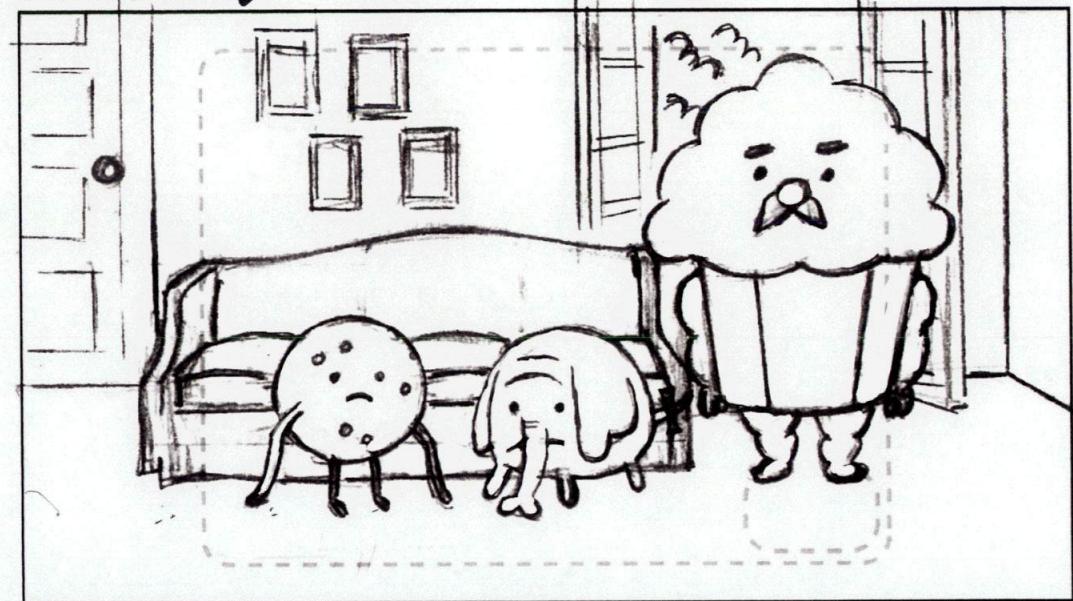


Sc. 29 ~~cont~~

Pnl. B

Bg.

day night



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Dialog:

LSP (O/S): --helping the author slash director--

Action:

- LSP's POV of the actors on stage.
- CRUNCHY WALKS FORWARD

JUN 09 2015

Timing:

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Sc. 30

Pnl. A

Bg.

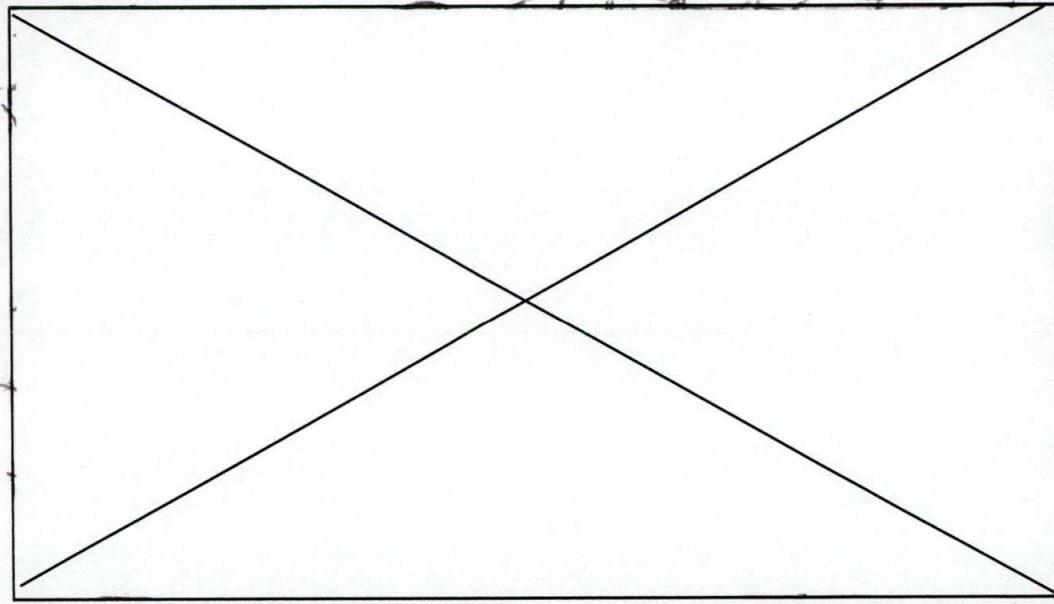
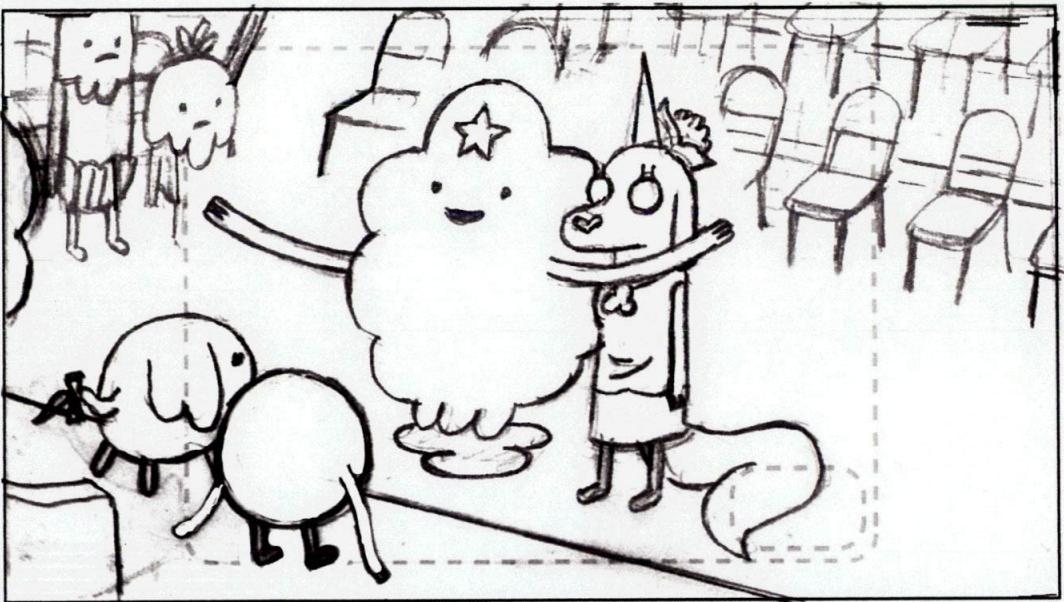
day night

Sc. OUT

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

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ADVENTURE TIME



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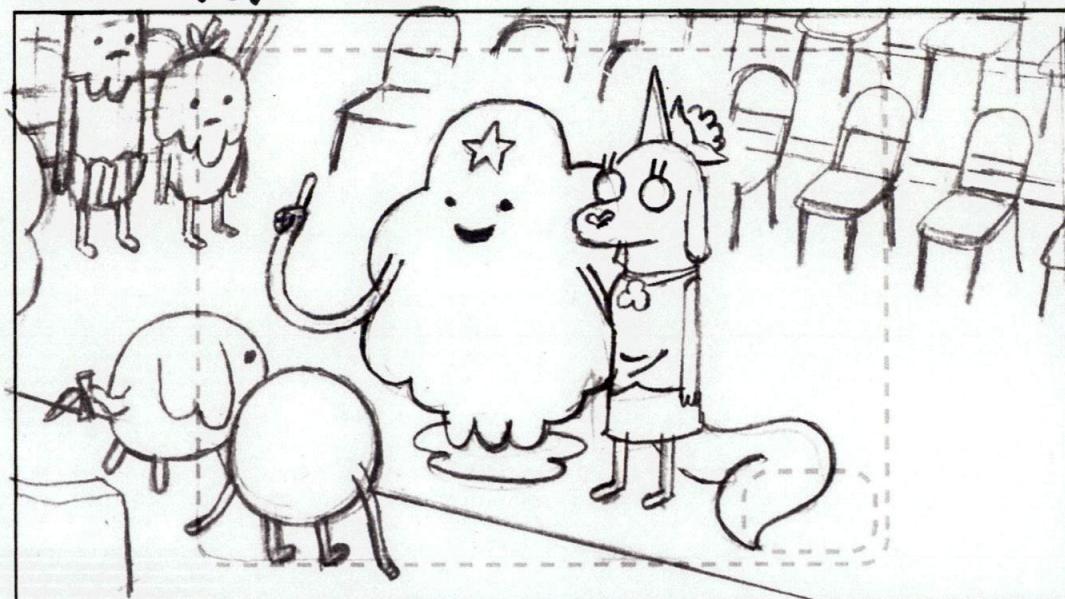
Page

Sc. 30 *cont*

Pnl. B

Bg.

day night

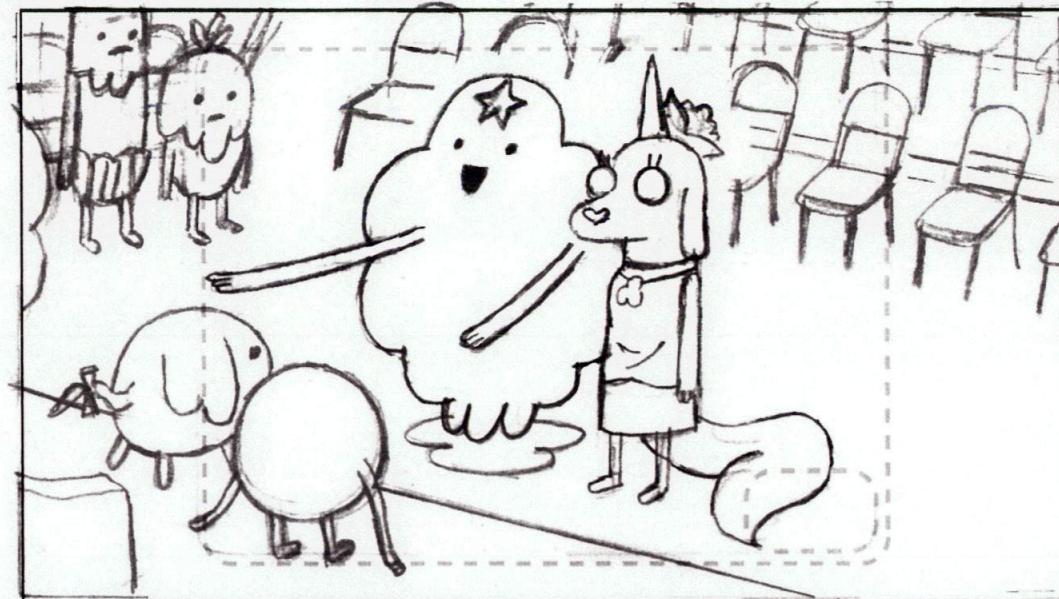


Sc. 30 *cont*

Pnl. C

Bg.

day night



Dialog:

LSP: Everyone has the team spirit!

Action:

LSP goes into a positive pose, holding up a finger.

LSP shifts into a warm and outgoing pose.

JUN 09 2015

Timing:

Production :

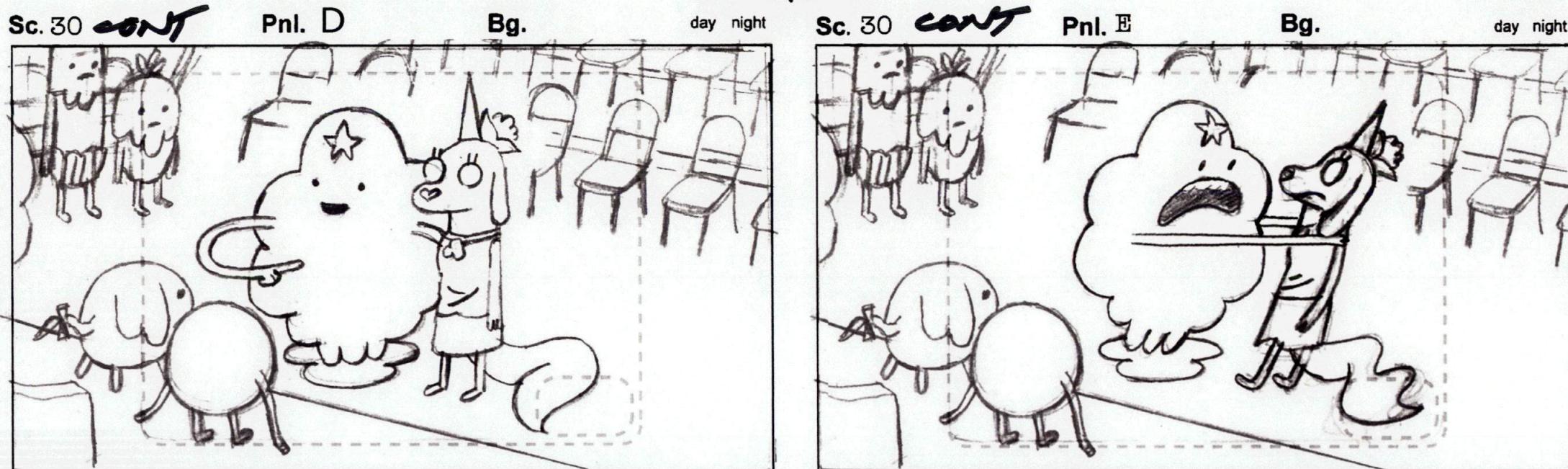
1034/223

ADVENTURE TIME

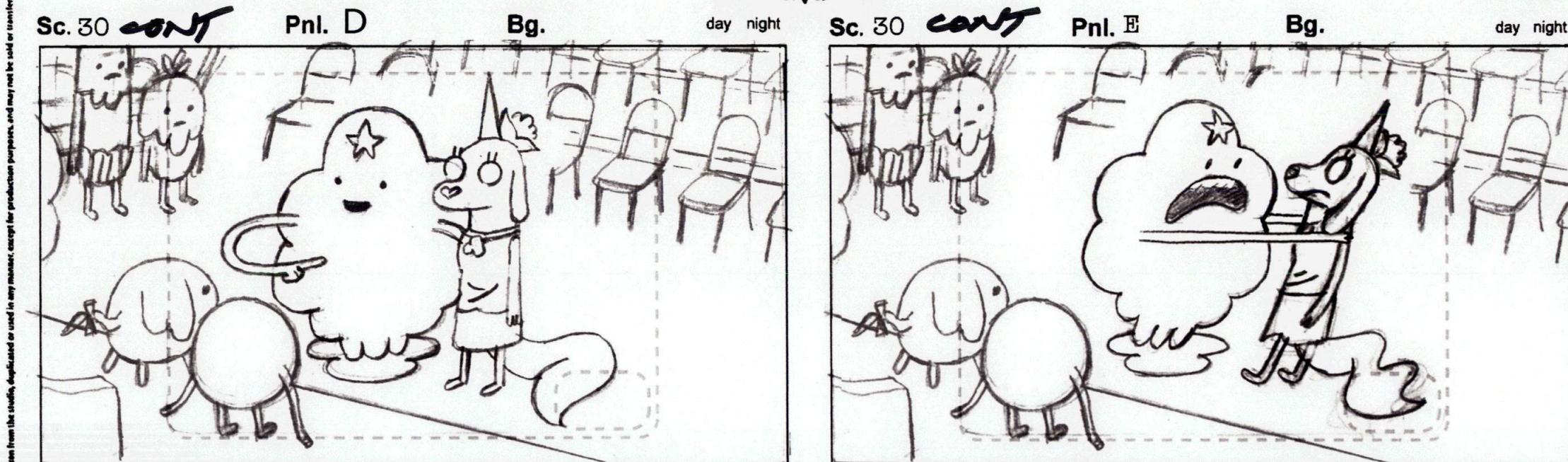


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Dialog: LSP: Everyone except ---

LSP: ---
THE SELFISH --

Action: LSP shifts into another pose (pointing at Viola).

LSP suddenly GRABS VIOLA'S SHOULDERS.

JUN 09 2015

Timing:

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ADVENTURE TIME



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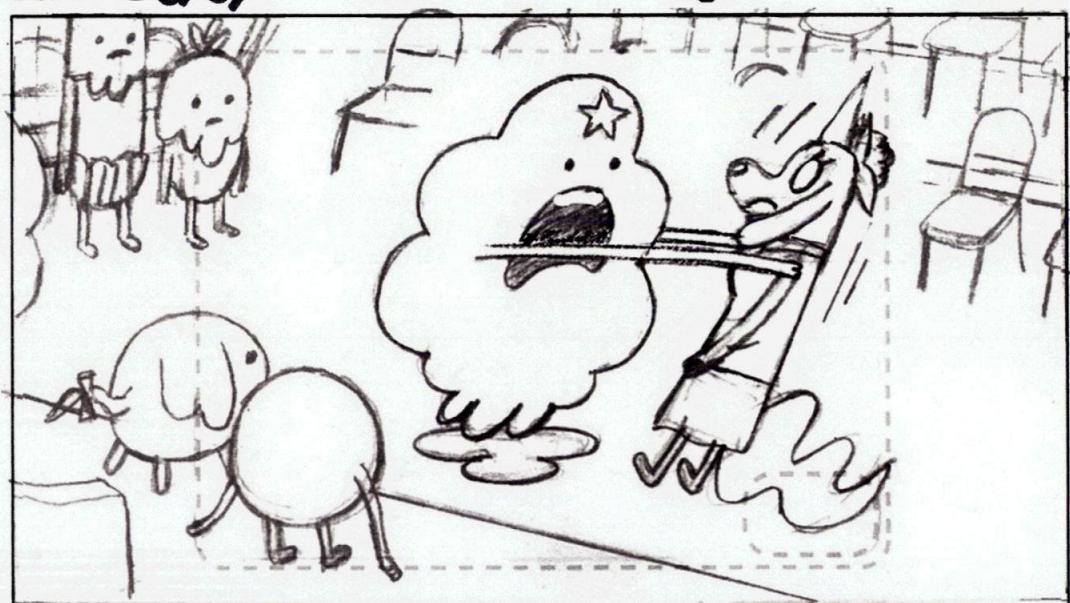
Page

Sc. 30 ~~cont~~

Pnl. F

Bg.

day night

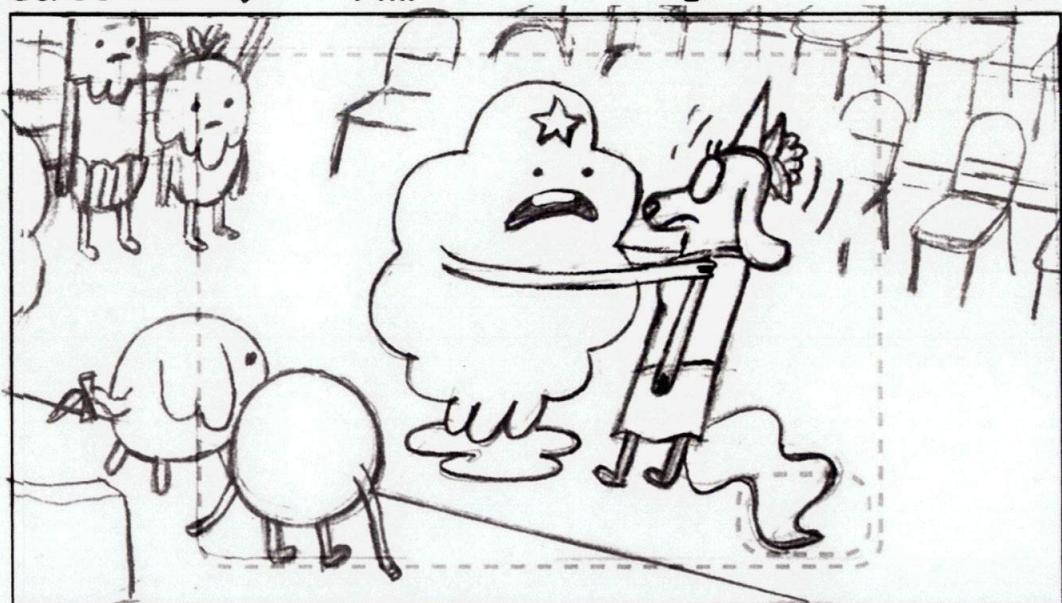


Sc. 30 ~~cont~~

Pnl. G

Bg.

day night



Dialog:

LSP:

LITTLE

LSP:

MOUSE!

Action:

[SHAKING cycle, while LSP is yelling at Viola.]

A/B cycle while LSP yells.

JUN 09 2015

Timing:

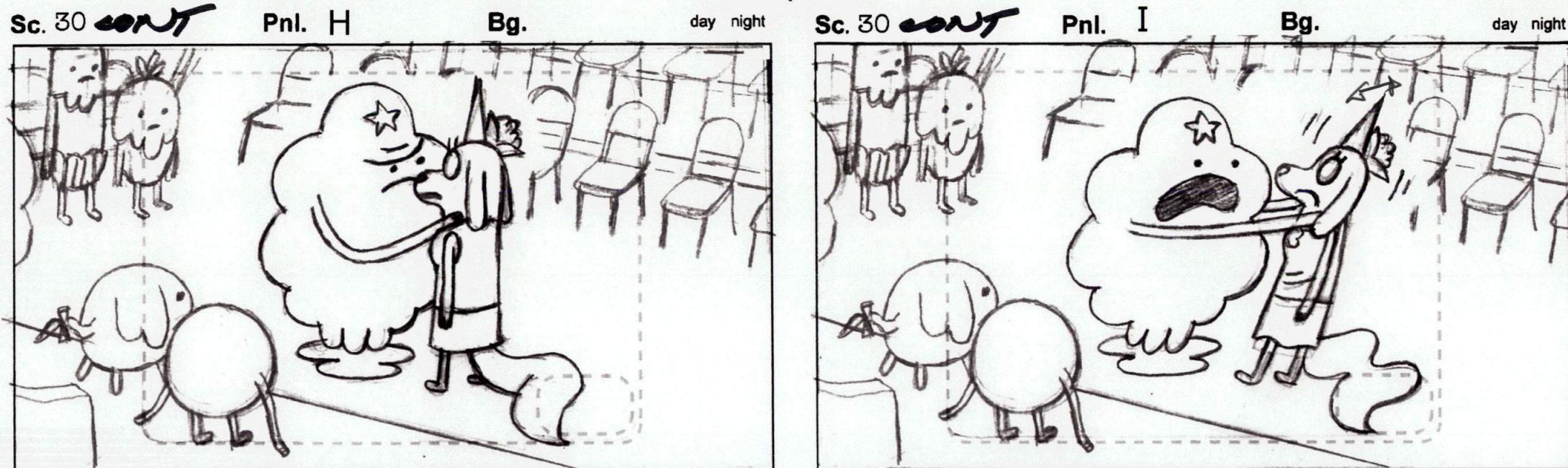
Production :

ADVENTURE TIME



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1034/223

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Dialog:

Viola: I'm sorry, I...

LSP: Don't interrupt me ---

Action:

LSP pauses **SHAKING** / Viola speaks.

LSP suddenly returns to **SHAKING VIOLA**.

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Timing:

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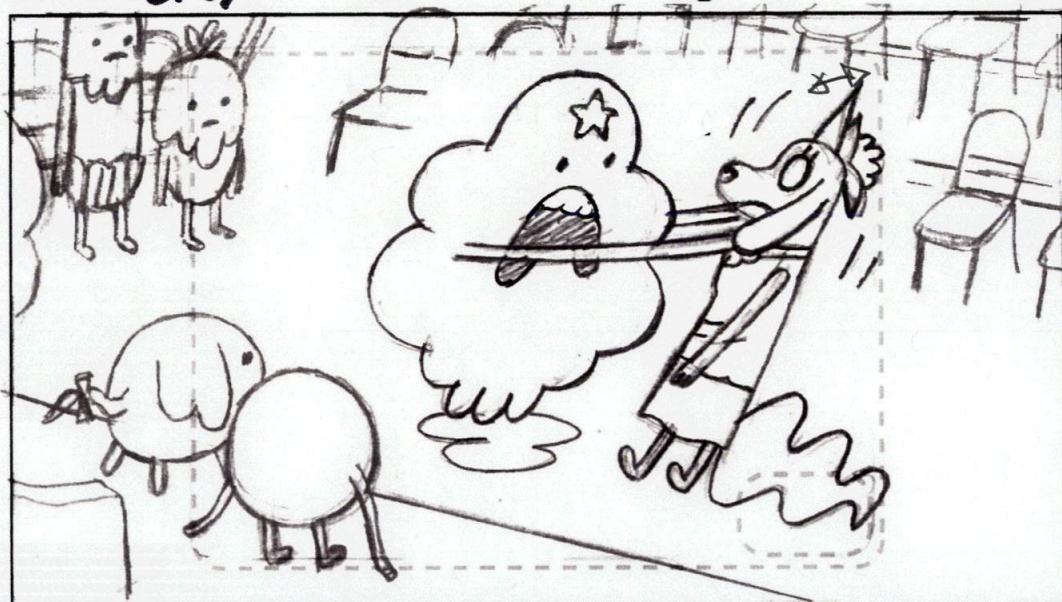
Page 79

Sc. 30 cont

Pnl. J

Bg.

day night

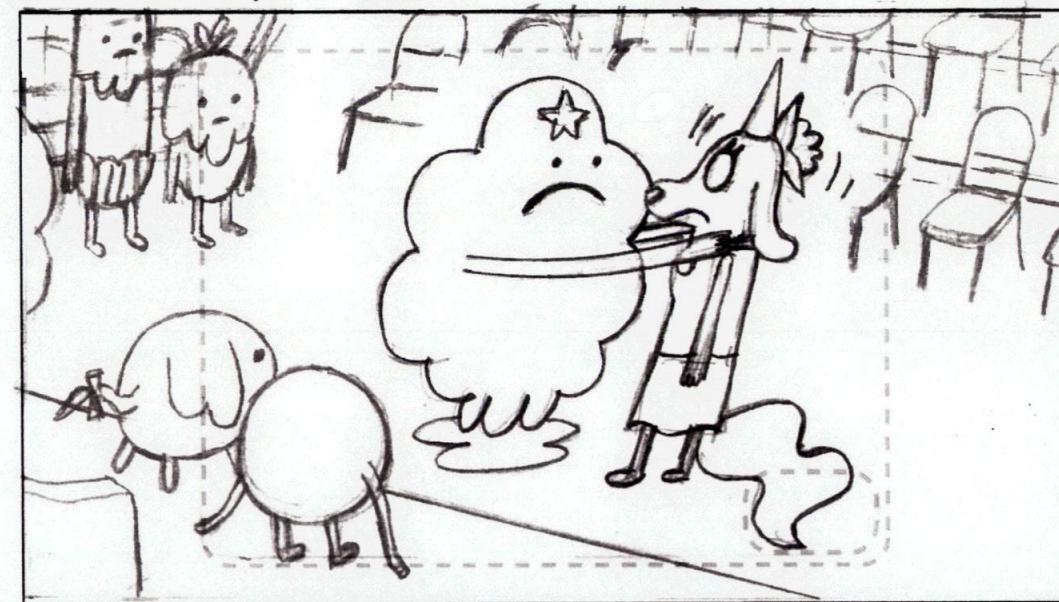


Sc. 30 cont

Pnl. K

Bg.

day night



Dialog:

LSP: --- when I'm berating you!

Mr. Cupcake (O/S): [THROAT CLEAR] LSP,

Action:

A/B cycle LSP SHAKING VIOLA

JUN 09 2015

Timing:

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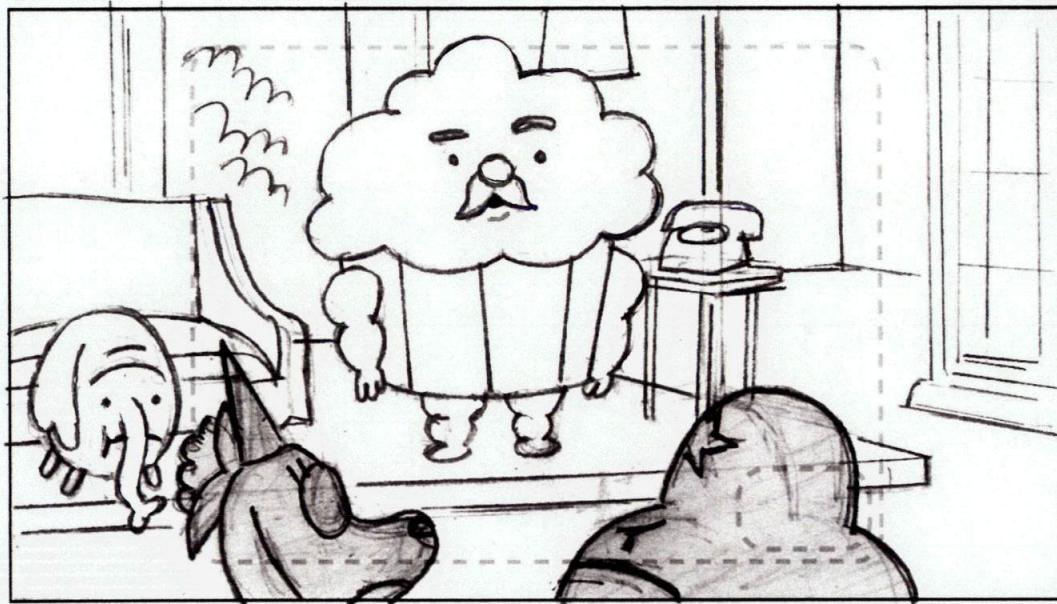
Page

Sc. 31

Pnl. A

Bg.

day night

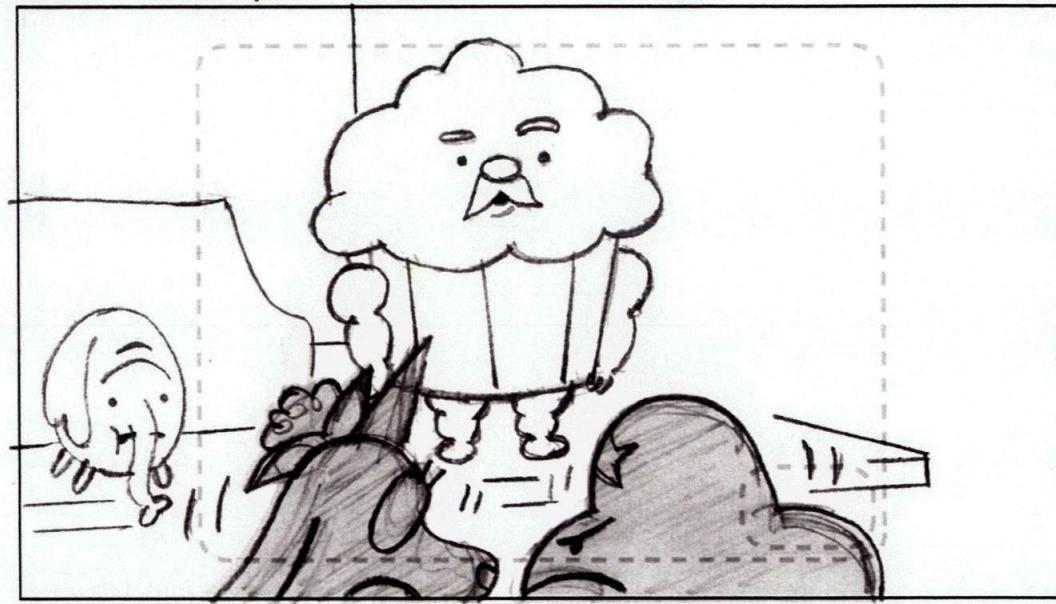


Sc. 31 cont

Pnl. B

Bg.

day night



Dialog:

Mr. Cupcake: WHEN ARE WE going to RESUME RETHEARSING

Action:

- cont. SHAKING cycle in FG of scene.
- Mr. Cupcake speaks to LSP.

JUN 09 2015

Timing:

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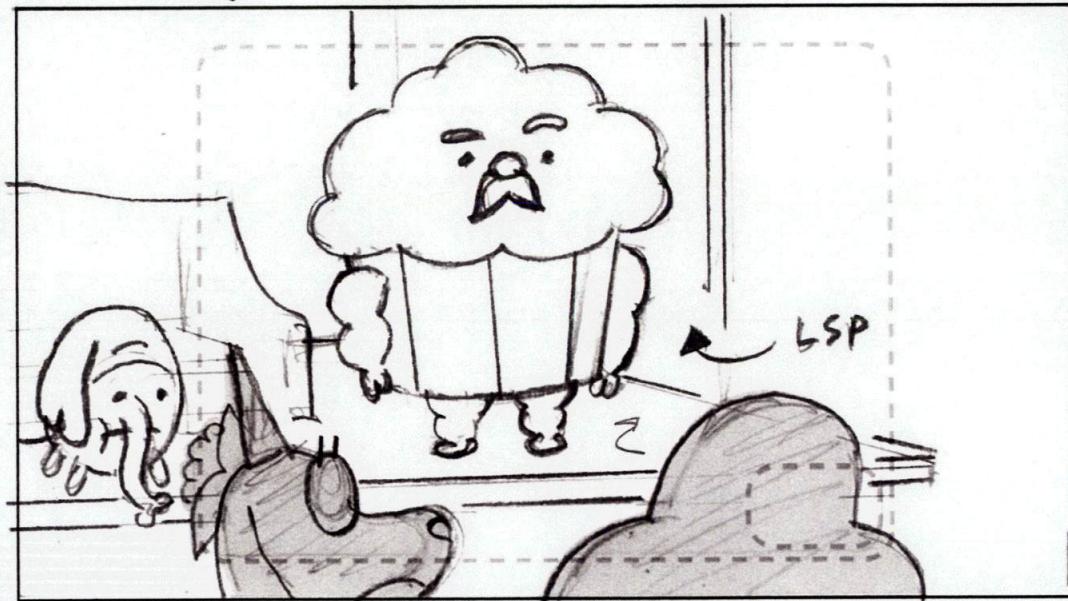
1034/223

Sc. 31 *cont*

Pnl. C

Bg.

day night

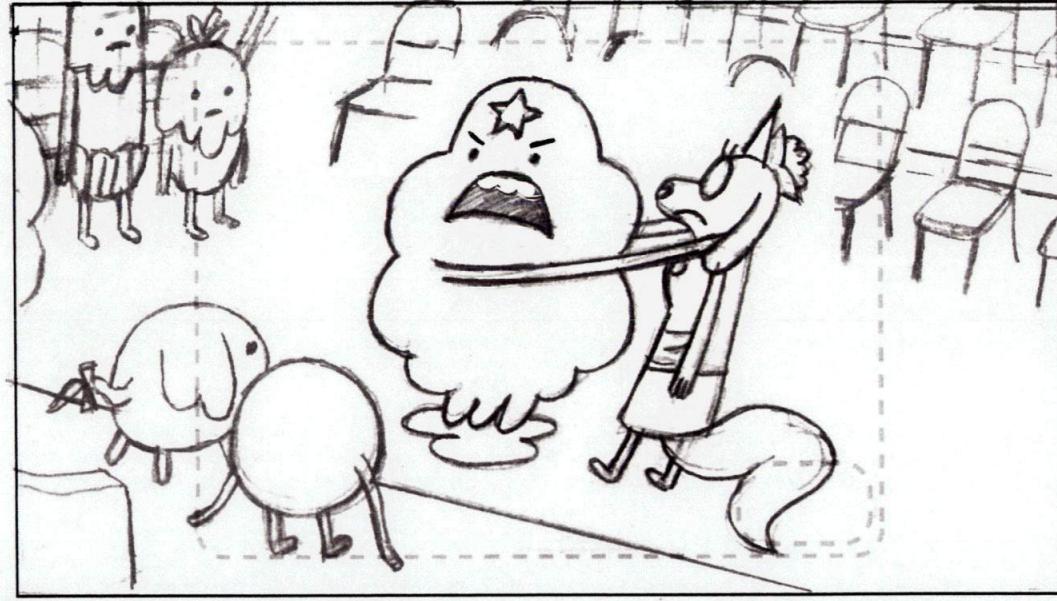


Sc. 32

Pnl. A

Bg.

day night



Dialog:

LSP: Don't interrupt me ---

Action:

- LSP turns to Mr. Cupcake. [LSP stops
SHAKING Viola, but keeps her hands on Viola's
SHOULDERS.]

Hold LSP in pose, her hands still on Viola's SHOULDERS

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Timing:

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Sc. 32 *cont*

Pnl. B

Bg.

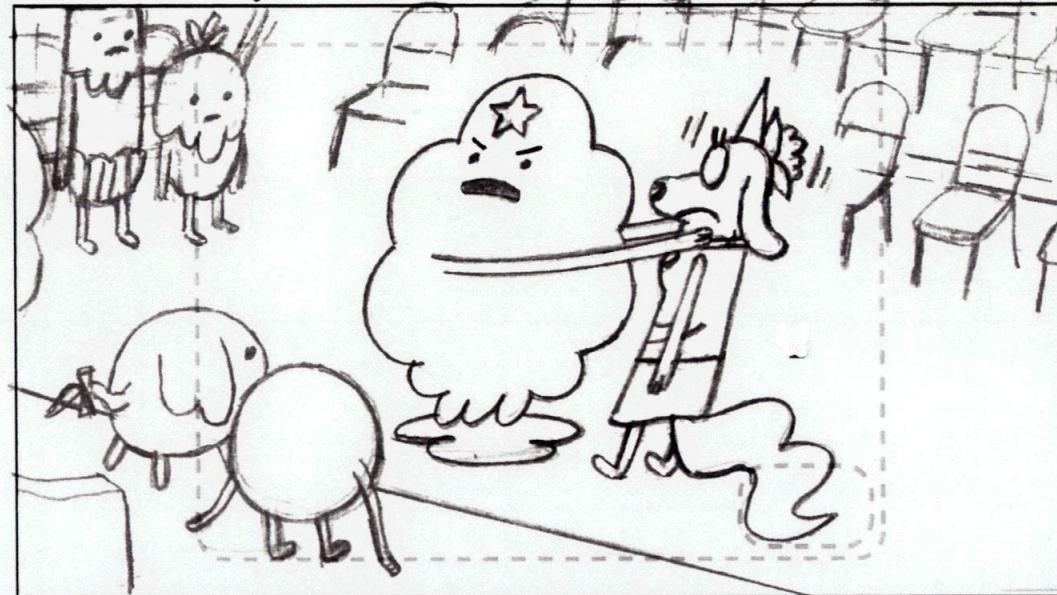
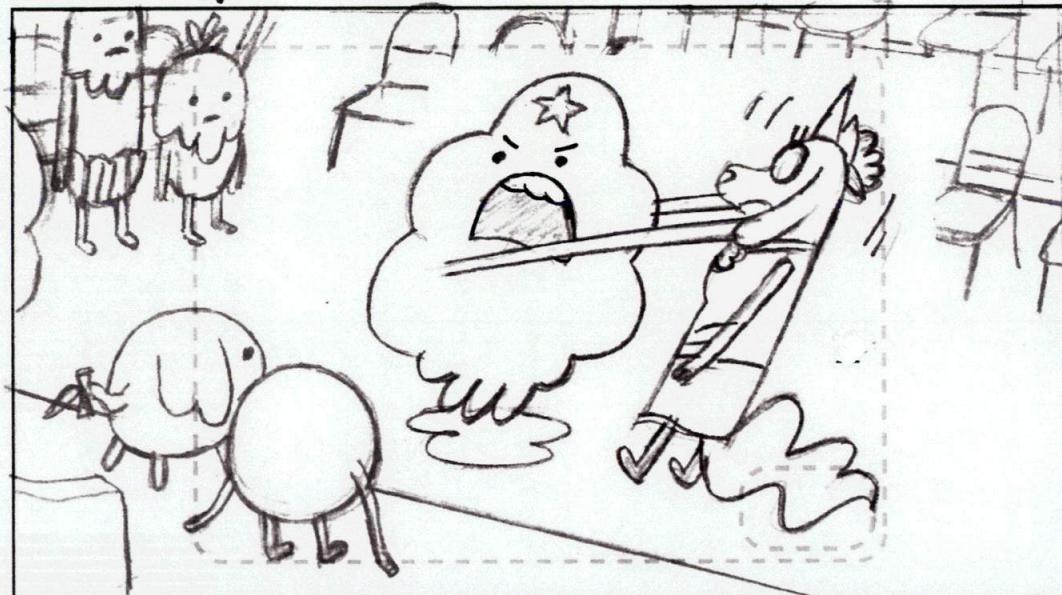
day night

Sc. 32 *cont*

Pnl. C

Bg.

day night



Page 82

EPISODE #

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Production :

Dialog:

LSP: --- when I'm berating ---LSP: --- my assistant for interrupting me!

Action:

LSP SHAKES Viola again (A/B cycle).

JUN 09 2015

Timing:

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Page

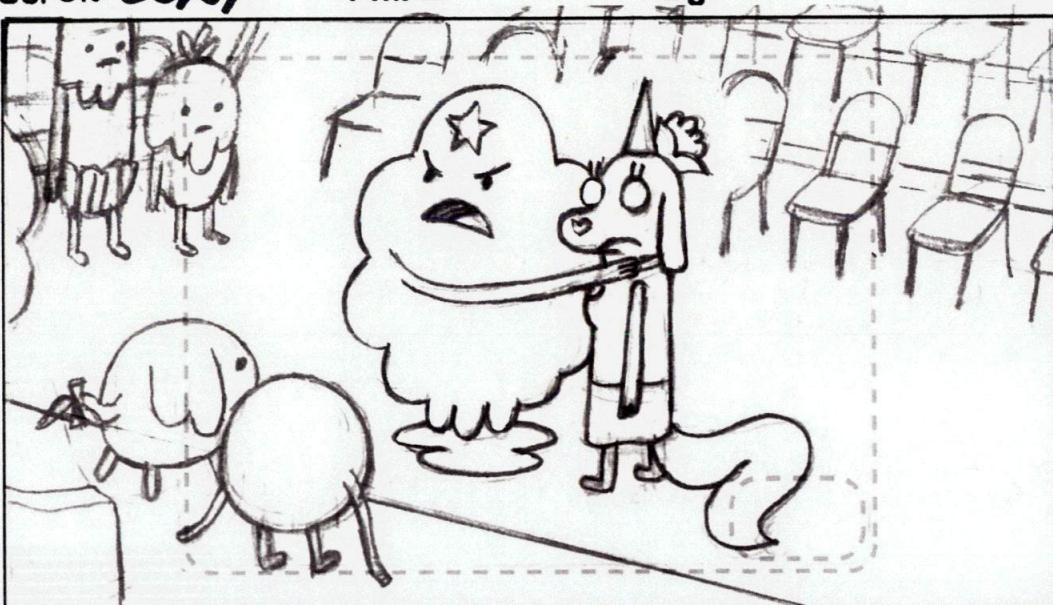
1034/223

Sc. 32 cont

Pnl. D

Bg.

day night



Sc. 33

Pnl. A

Bg.

day night



Dialog: LSP: Unless you want some too!

Mr. Cupcake: Eugh... well... NO.

Action:
LSP stops throttling Viola. (LSP is now angry at Mr. Cupcake.)

Mr. Cupcake guesses that this is a normal rehearsal, but he is still a bit confused.

JUN 09 2015

Timing:

Production :

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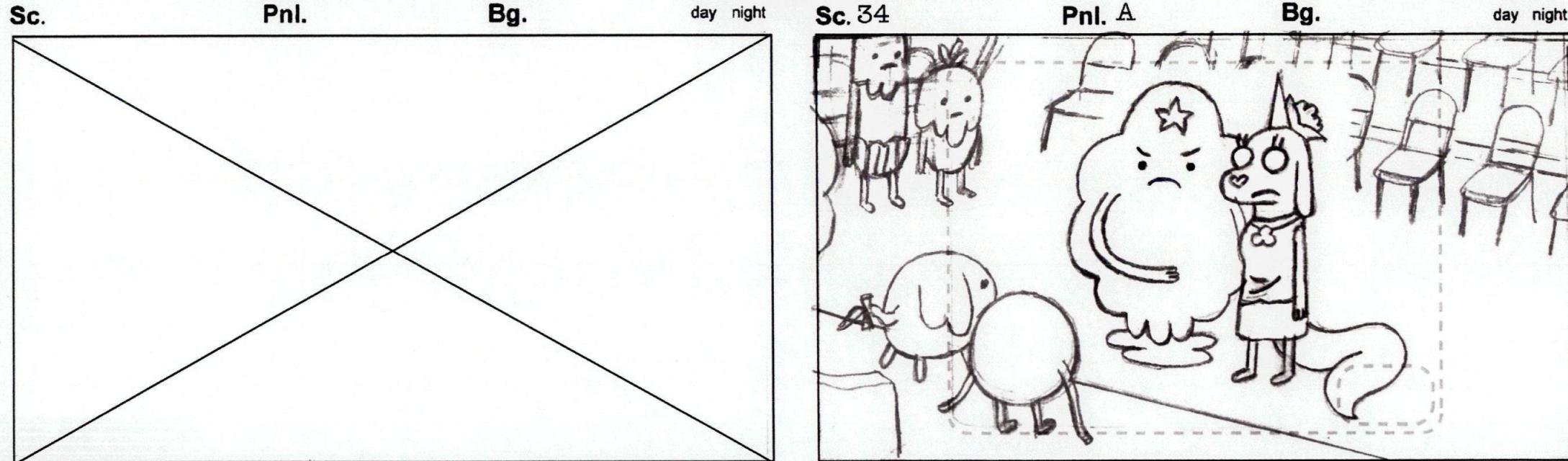
1034/223

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ADVENTURE TIME



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Dialog:

Action:

[LSP start pose]

Timing:

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Production :

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ADVENTURE TIME



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Page

Sc. 34 *cont*

Pnl. B

Bg.

day night

Sc. 34 *cont*

Pnl. C

Bg.

day night

**Dialog:**

LSP: I can't remember - - -

LSP: - - - what I was saying.

Action:

LSP reaches into her hip pocket.

LSP rummages in her hip poclet.

JUN 09 2015

Timing:

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Production :

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ADVENTURE TIME



86

Page

Sc. 34 *cont*

Pnl. D

Bg.

day night



Sc. 34 *cont*

Pnl. E

Bg.

day night



Dialog: LSP: Assistant, read me back ---

LSP: --- my notes.

Action: LSP holds up her notebook.

LSP holds her notebook in front of Viola's face.

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



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Sc. 34 cont

Pnl. F

Bg.

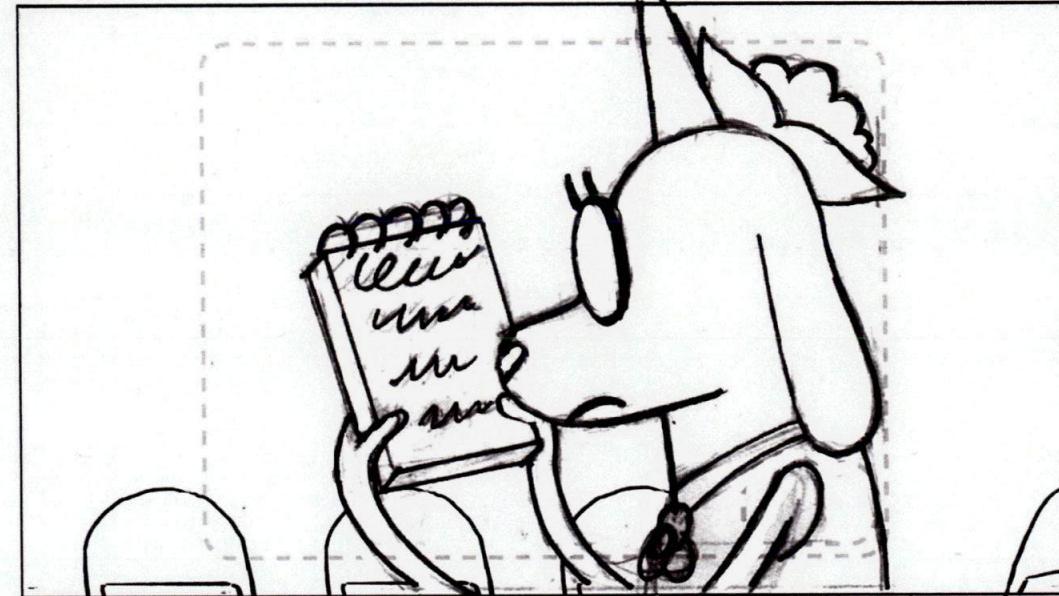
day night

Sc. 35

Pnl. A

Bg.

day night



Dialog:

V. Hrm.

Action:

Viola grabs notebook and looks at it.

Close on Viola looking at LSP's notebook. The writing is illegible.

Timing:

JUN 09 2015

Production :

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Sc. 36

Pnl. A

Bg.

day night



Sc. 36 cont

Pnl. B

Bg.

day night



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Dialog:

Action: cont. Viola looking at notebook.

Viola lowers notebook.

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Timing:

Production :

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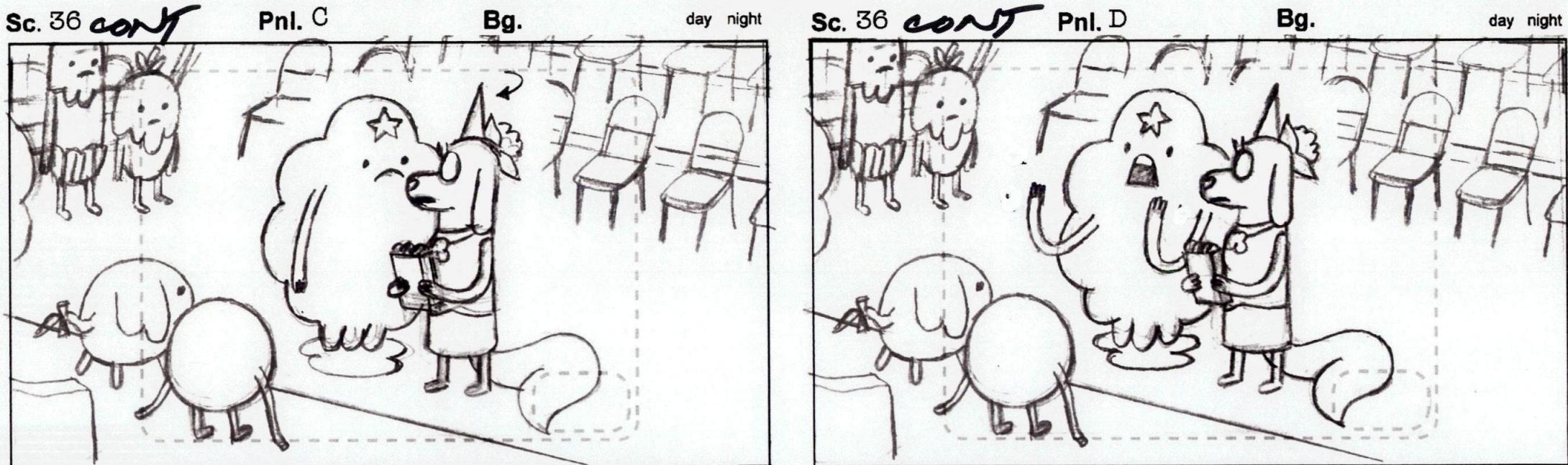
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1034/223

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Dialog: Viola: You were WRAPPING IT UP SO
WE COULD GET BACK TO REHEARSAL.

LSP: OKAY,

Action: Viola makes a guess at what was written in the notebook --
it's time to end the rehearsal?

LSP ignores Viola, and claps her hands to continue
the rehearsal.

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ADVENTURE TIME



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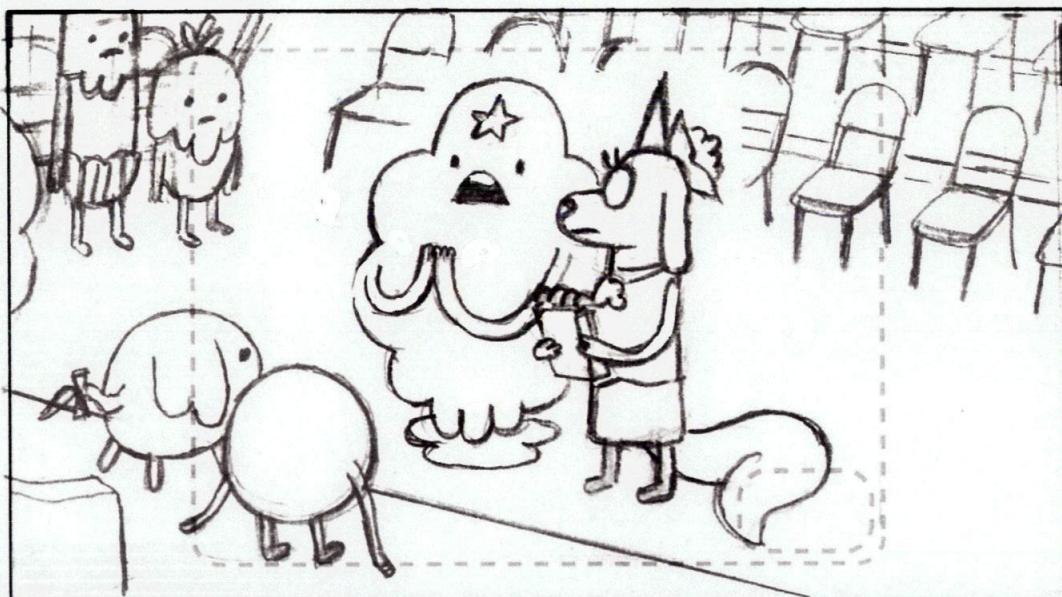
Page

Sc. 36 cont

Pnl. E

Bg.

day night

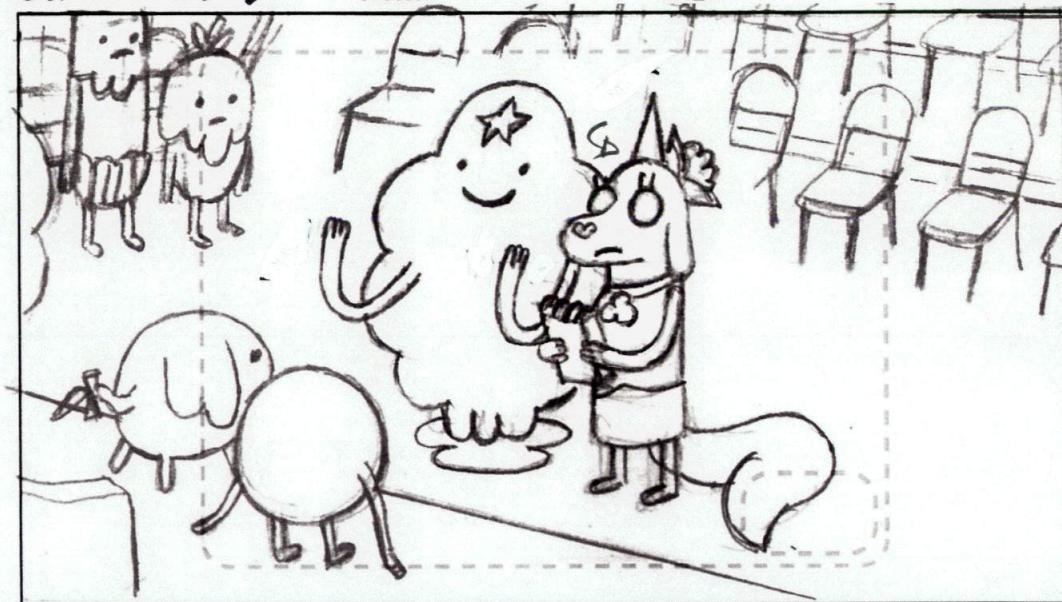


Sc. 36 cont

Pnl. E

Bg.

day night



Dialog: LSP: --- LET'S REHEARSE!

Action:
cont. LSP clapping hands.

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



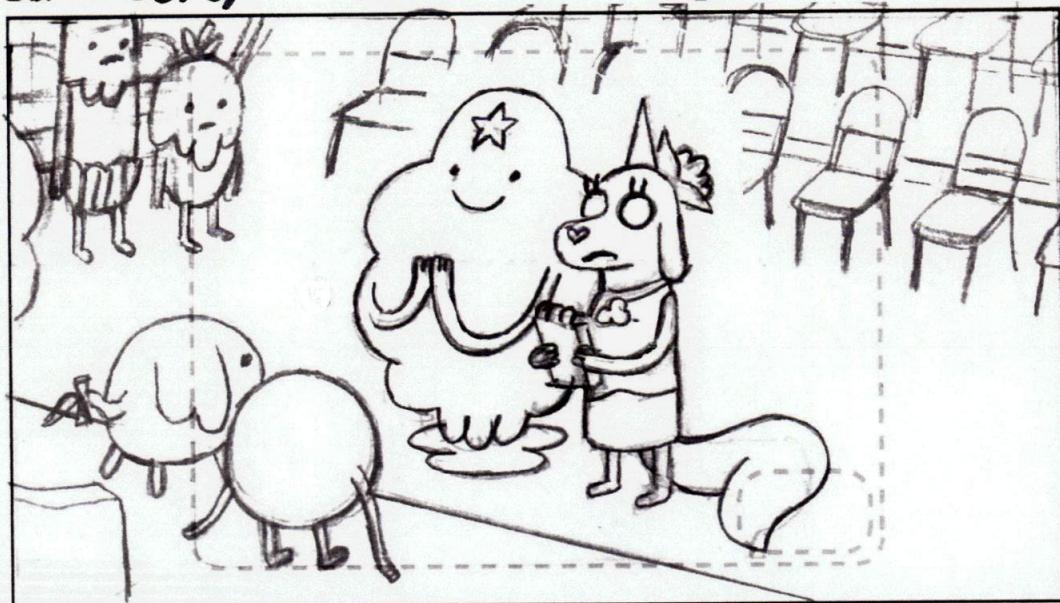
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Sc. 36 *cont*

Pnl. G

Bg.

day night

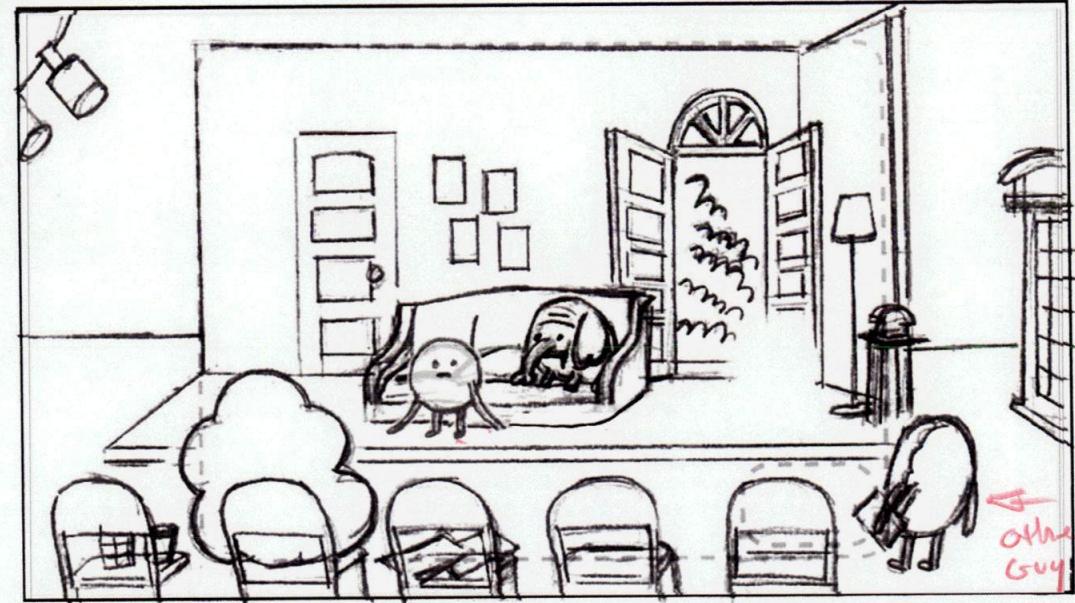


Sc. 37

Pnl. A

Bg.

day night



Dialog:

Action:

Wide on the stage. LSP watches the rehearsal.
A script girl (or boy) is standing near the chairs.

JUN 09 2015

Timing:



Production :

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| Sc. | Pnl. | Bg. | day night | Sc. 37 <i>cont</i> | Pnl. B | Bg. | day night |
|---|------|-----|-----------|--------------------|--------|-----|-----------|
| | | | | | | | |
| | | | | | | | |
| Dialog: | | | | | | | |
| Action: - Crunchy turns to Tree Trunks. | | | | | | | |
| Timing: | | | | | | | |
| JUN 09 2010 | | | | | | | |

Production :

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Sc. 37 *cont*

Pnl. C

Bg.

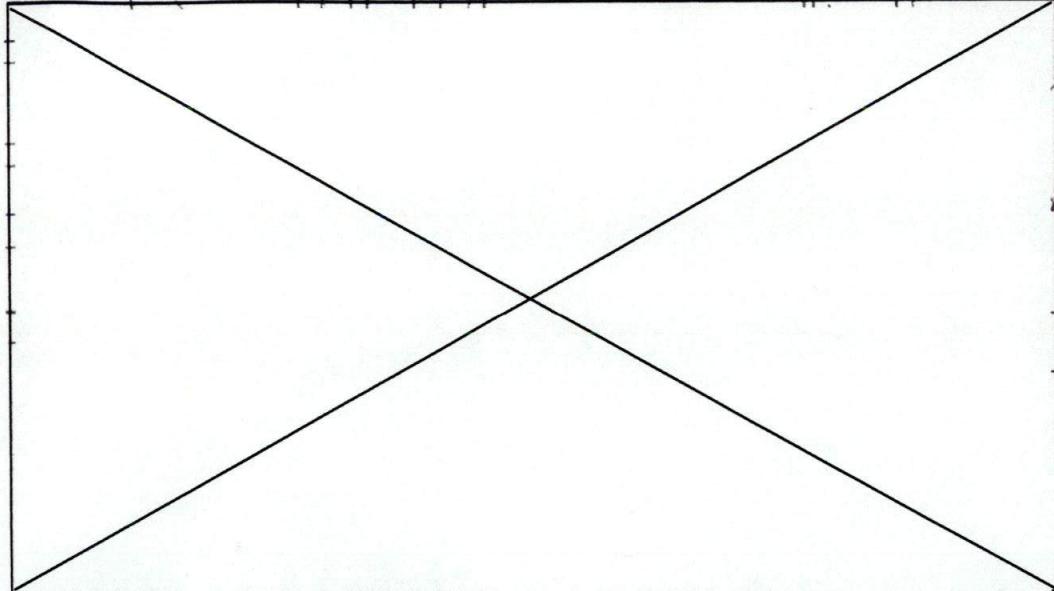
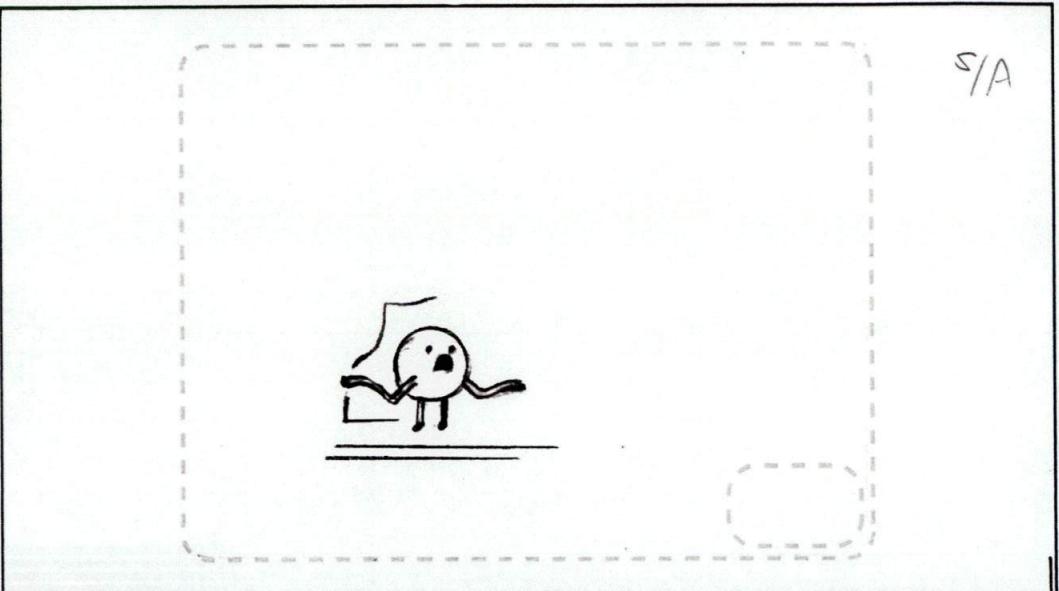
day night

Sc.

Pnl.

Bg.

day night



| | |
|----------------|---------------------------------------|
| Dialog: | <u>Crunchy:</u> Mr. Cramforth will be |
| Action: | Crunchy says his line. |
| Timing: | JUN 09 2015 |

Production :

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Page

Sc. 38

Pnl. A

Bg.

day night

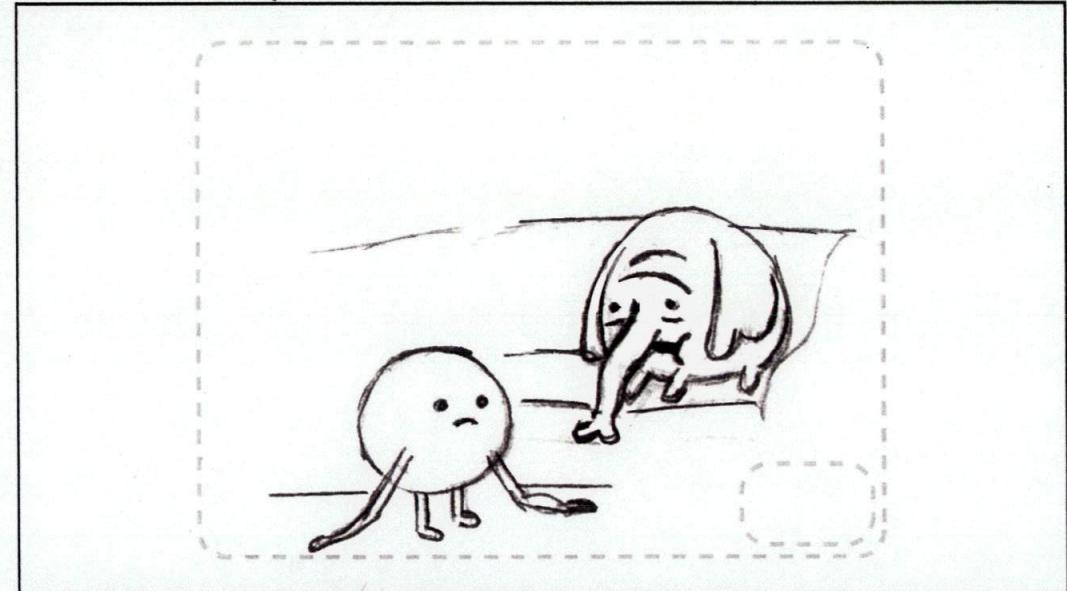
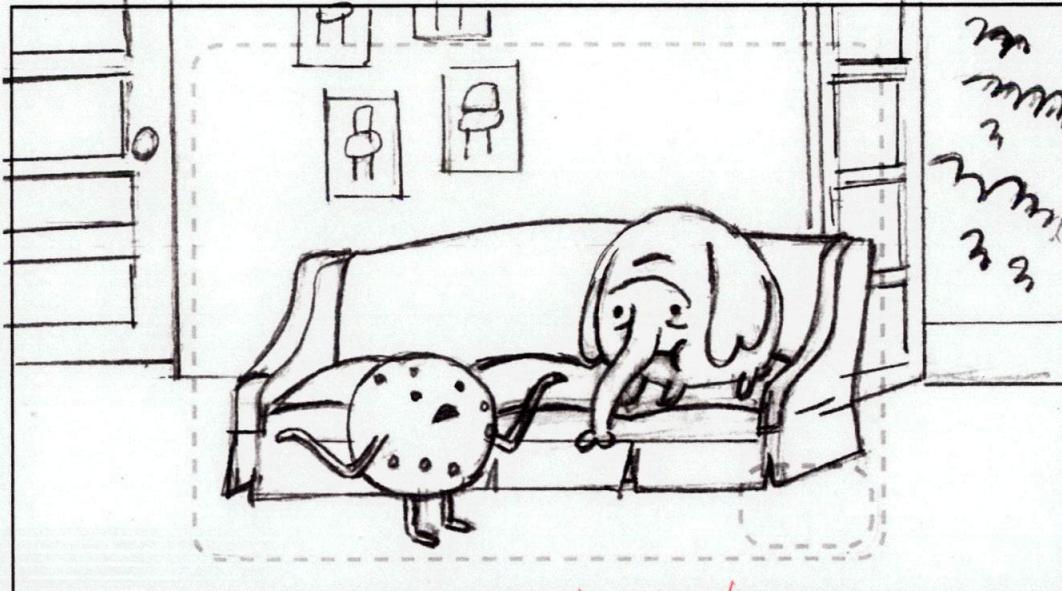
Sc. 38

~~cont~~

Pnl. B

Bg.

day night



Drenched -if he-

Dialog: Crunchy: --- walks to the cottage from the station.

TT: Poor suffering Nigel!

Action:

JUN 09 2015

Timing:

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ADVENTURE TIME



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Page

Sc. 38 *cont* Pnl. C

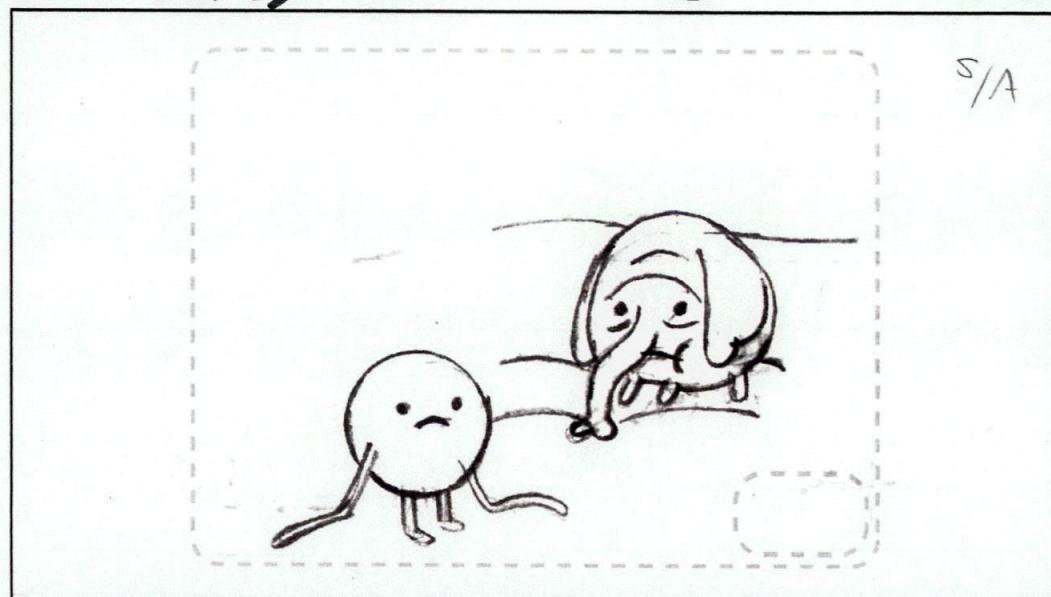
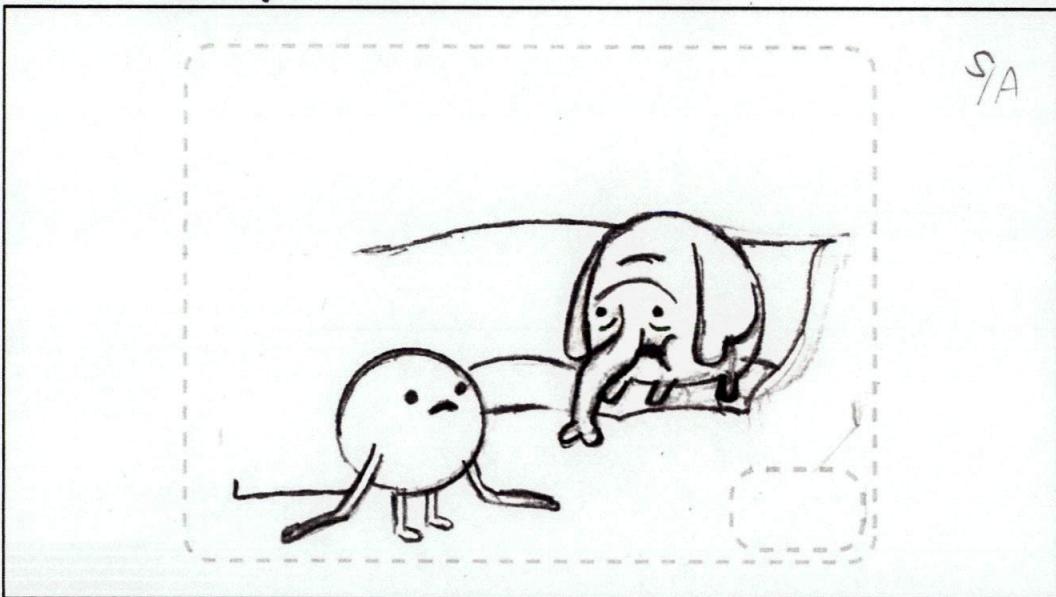
Bg.

day night

Sc. 38 *cont* Pnl. D

Bg.

day night



Dialog: TT: Um . . .

LSP (O/S): "BUT HE . . . "

Action: Tree Trunks has trouble remembering her line.

Crunchy and Tree Trunks look toward LSP, who is prompting Tree Trunks.

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME

Sc. 38 *cont*

Pnl. E

Bg.



day night

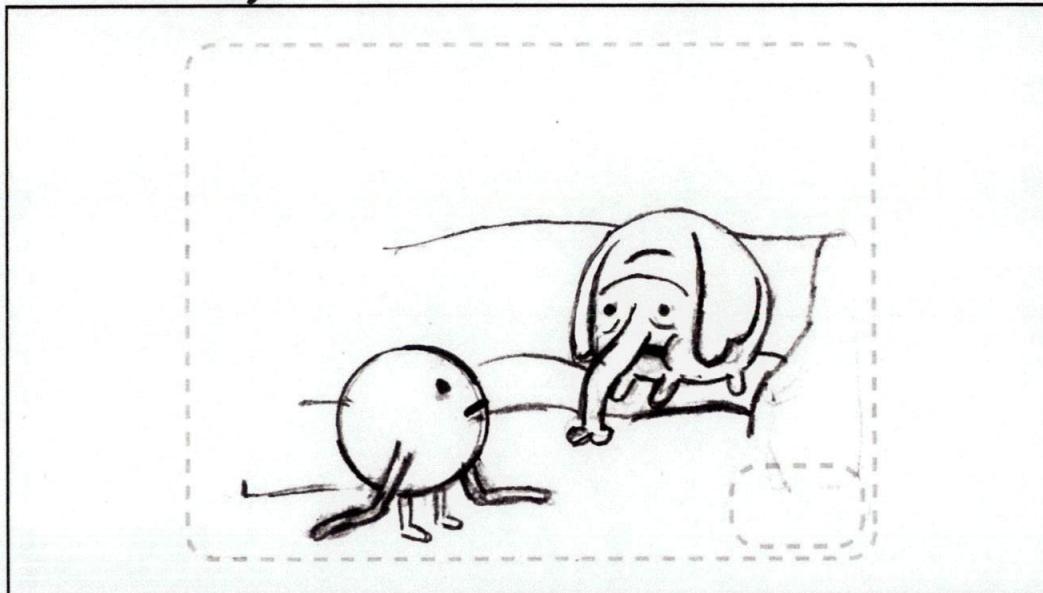
Sc. 39

Pnl. A

Bg.

day night

Page 96



Dialog:

TT: But he is so awfully amusing.SFX: Boom-mm-mm! [Thunder]

Action: Tree Trunks continues her line.

— Viola is backstage, waving a piece of sheet metal to make a thunder sound effect.

'A' pose.

JUN 09 2015

Timing:

EPISODE #

1034-223

Production :

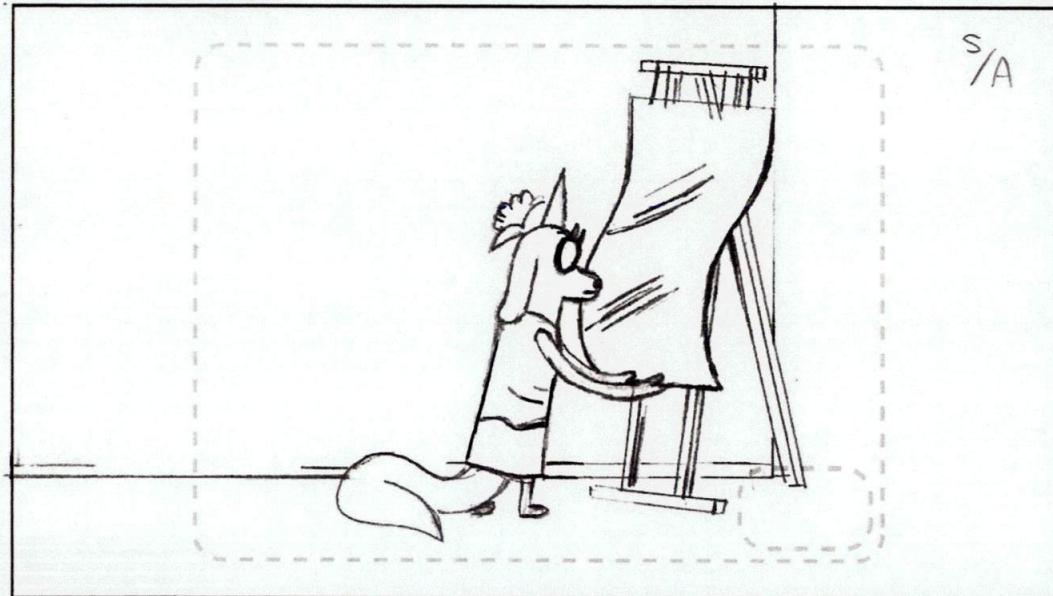
1034/223

ADVENTURE TIME

Page 97Sc. 39 cont Pnl. B

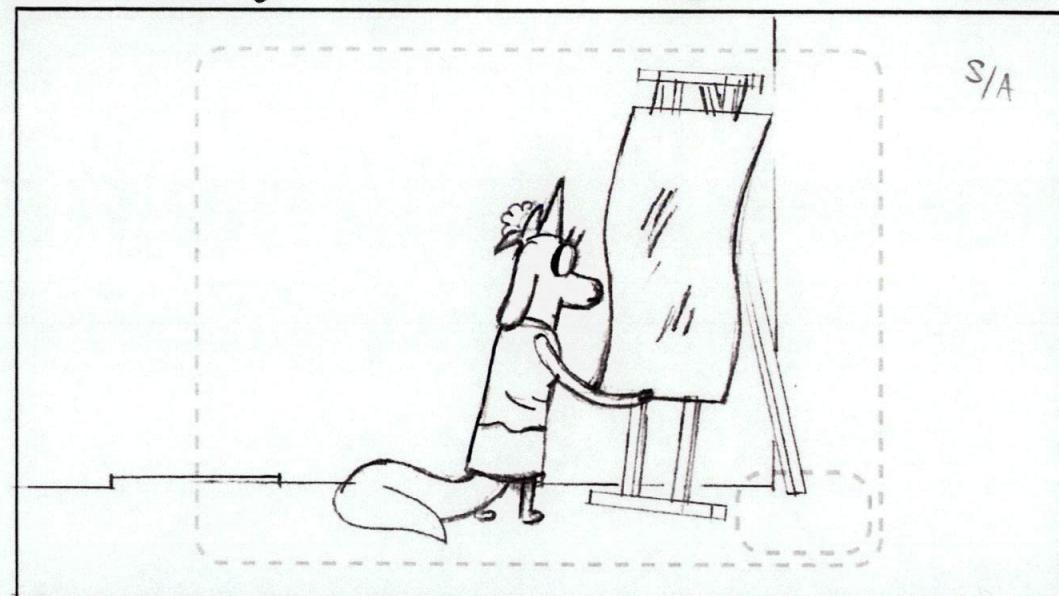
Bg.

day night

Sc. 39 cont Pnl. C

Bg.

day night

**Dialog:****Action:**

cont. Viola making thunder sound effects.

into settling the piece of sheet metal . . .

'B' pose.

JUN 09 2011

Timing:

Production :

ADVENTURE TIME



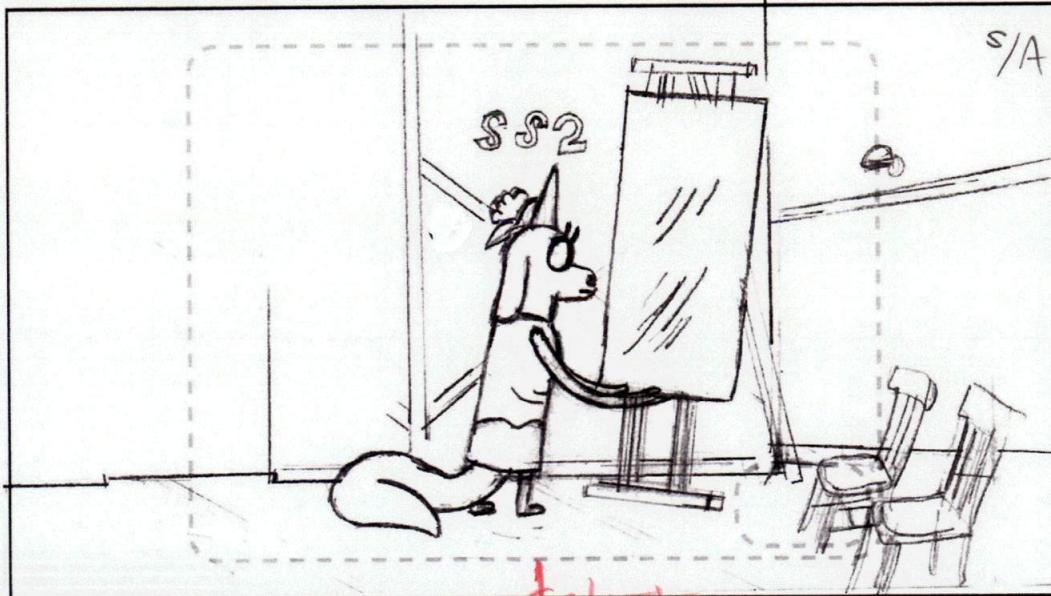
Page 98

Sc. 39 *cont*

Pnl. D

Bg.

day night

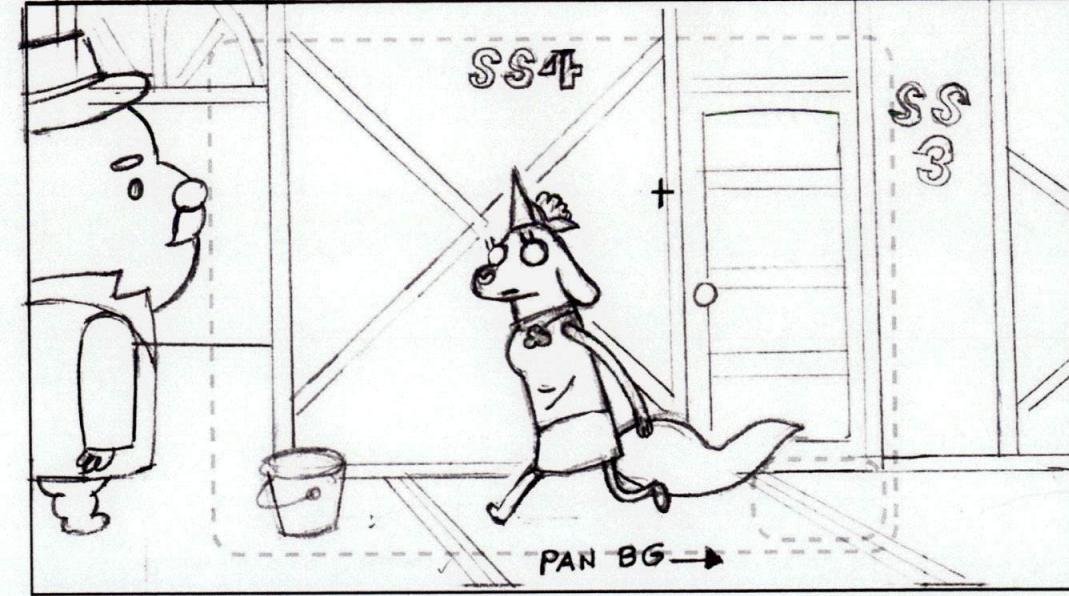


Sc. 39 *cont*

Pnl. E

Bg.

day night



Dialog:

Action:

settle. (D1)

+

+

+

Pan w. Viola running to Mr. Cupcake.

JUN 09 2011

Timing:



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Sc. 39 cont

Pnl. F

Bg.

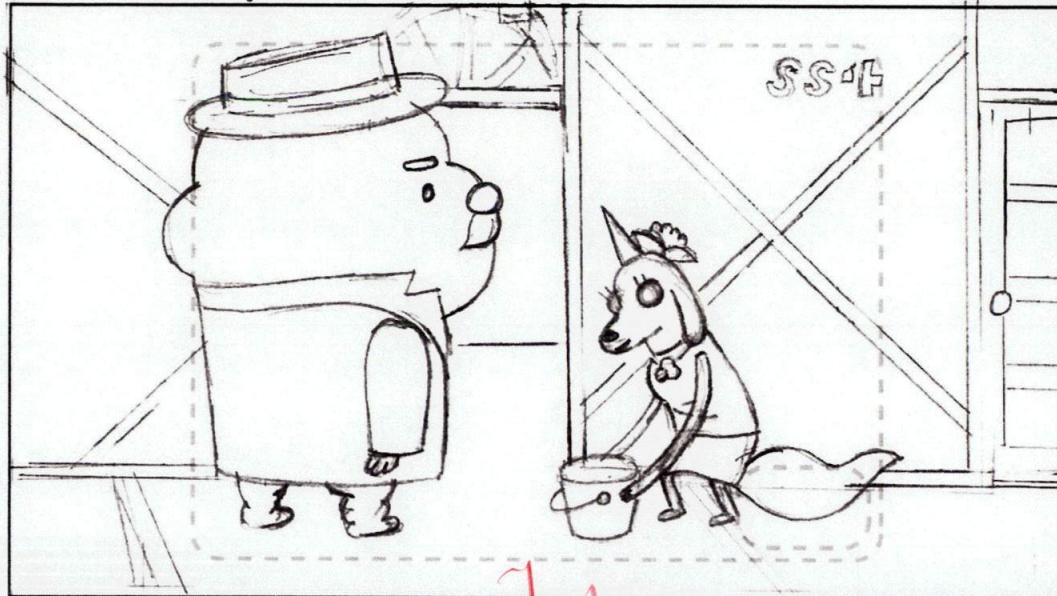
day night

Sc. 39 cont

Pnl. G

Bg.

day night



Dialog:

Action: Viola picks up bucket of water.

Timing:



SFX: Splash!

JUN 09 2015

(G1)

Viola splashes water on Mr. Cupcake to create a 'rain' effect on his overcoat.

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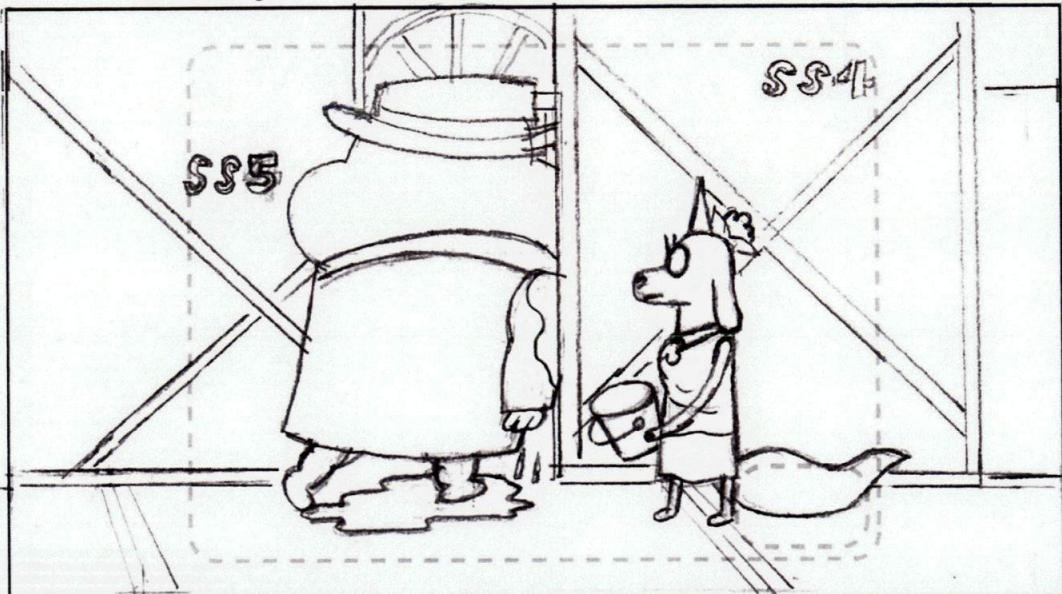


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Sc. 39 cont Pnl. H

Bg.

day night

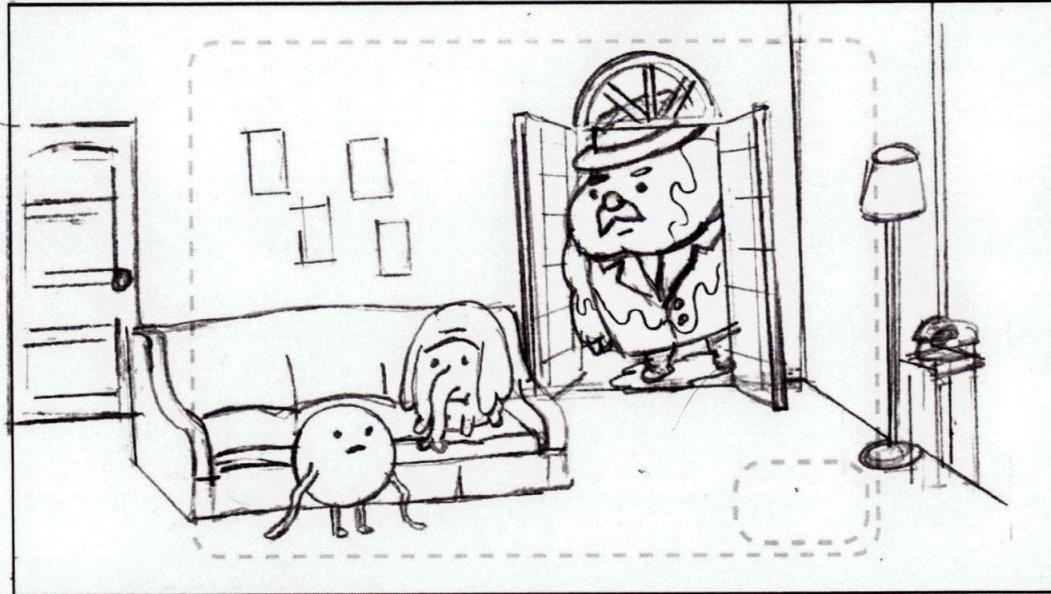


Sc. 40

Pnl. A

Bg.

day night



Dialog:

SFX: Scrunch! (vo)
mc. coming down



SFX: Scrunch! mc
like cats

Action:

Mr. Cupcake pushes through the prop door, which is too small for him.

From LSP pov -- Mr. Cupcake enters the set.

JUN 09 2015

Timing:

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Production :

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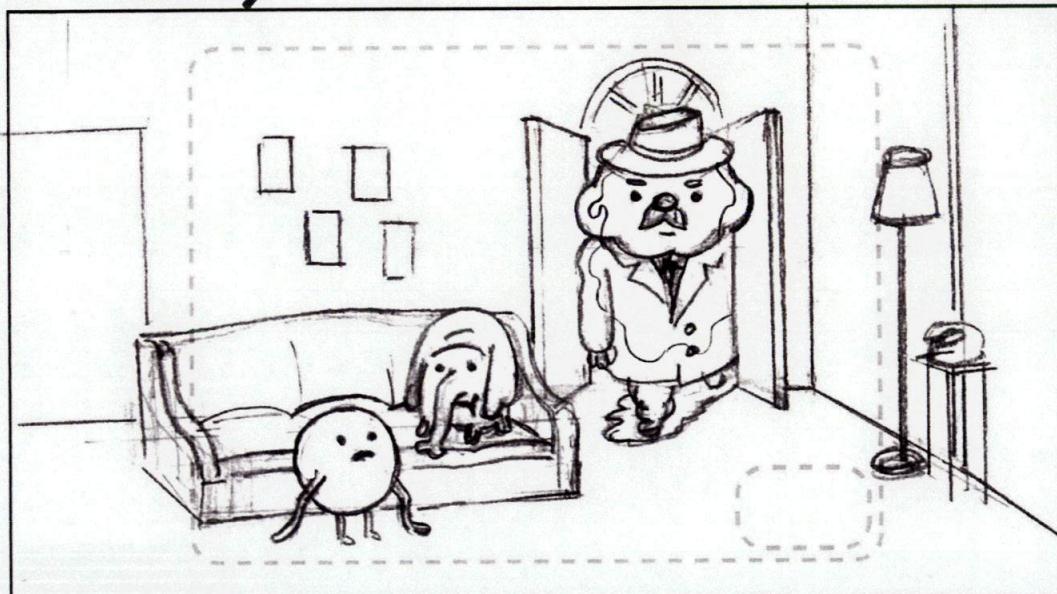
Page 101

Sc. 40 cont

Pnl. B

Bg.

day night



Sc. 40 cont

Pnl. C

Bg.

day night



Dialog:

SFX: Clomp...

MC

and

SFX: ... clomp clomp clomp ...

mc.

Dogs

Action: cont. Mr. Cupcake entering the set.

JUN 09 2015

Timing:

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ADVENTURE TIME



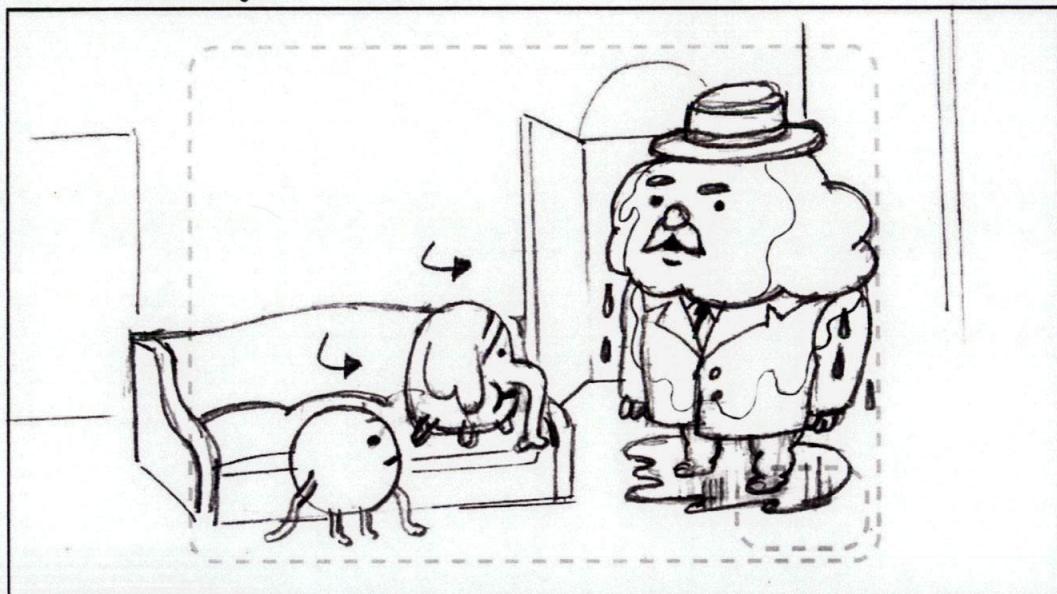
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Sc. 40 *cont*

Pnl. D

Bg.

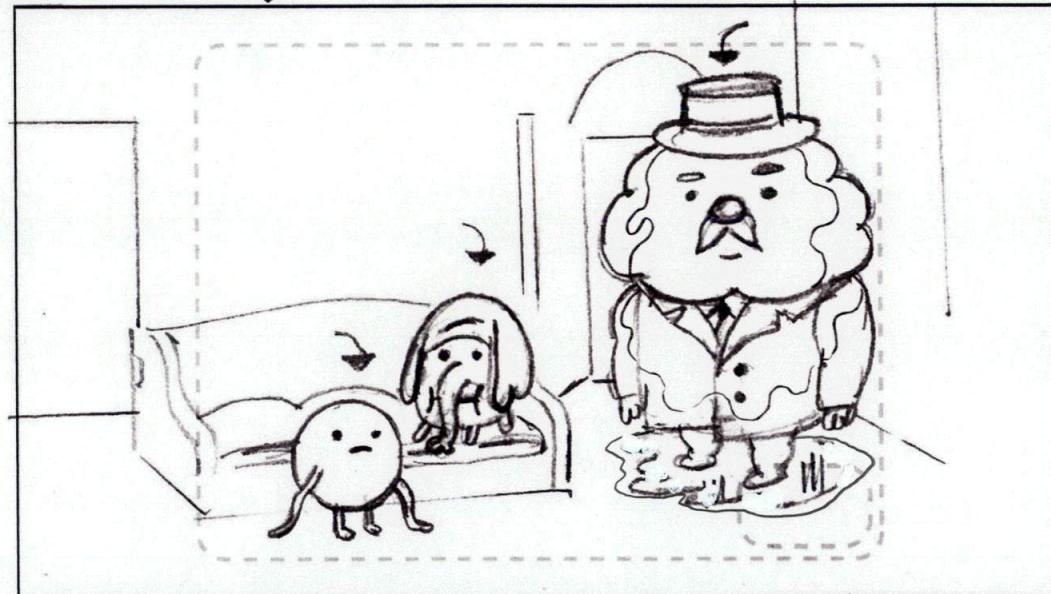
day night

Sc. 40 *cont*

Pnl. E

Bg.

day night

**Dialog:**

Mr. C: ^
the rain we had when ---

Reminds me of

LSP: TOO MUCH ---LSP: --- WATER ON THE COAT !!**Action:**

Mr. Cupcake turns to Tree Trunks and pronounces his first line.

The actors turn to LSP, who is shouting directions.

Timing:

JUN 09 2015

Production :

1034-223

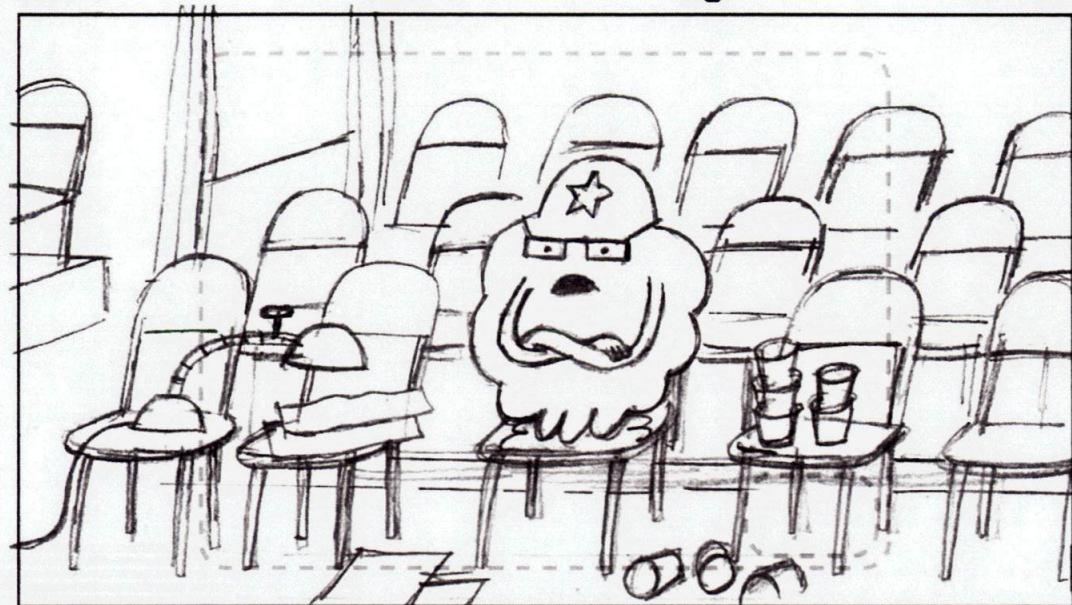
EPISODE #

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ADVENTURE TIME

Page 103**Sc. 41****Pnl. A****Bg.**

day night

**Sc. 41** *cont***Pnl. B****Bg.**

day night

**Dialog:** LSP: It's - - -LSP: - - - not - - -**Action:** On LSP (wearing reading glasses).

JUN 09 2015

Timing:

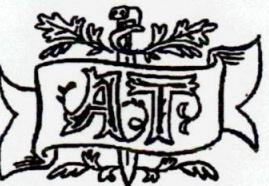
Production :

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ADVENTURE TIME



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Page

1034/223

Sc. 41 *cont*

Pnl. C

Bg.

day night

Sc. 41 *cont*

Pnl. D

Bg.

day night



Dialog: LSP: --- a hurricane!

LSP: AGAIN!

Action: LSP removes her reading glasses.

LSP shouts to Viola, who is backstage.

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME

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Page

Sc. 42

Pnl. A

Bg.

day night

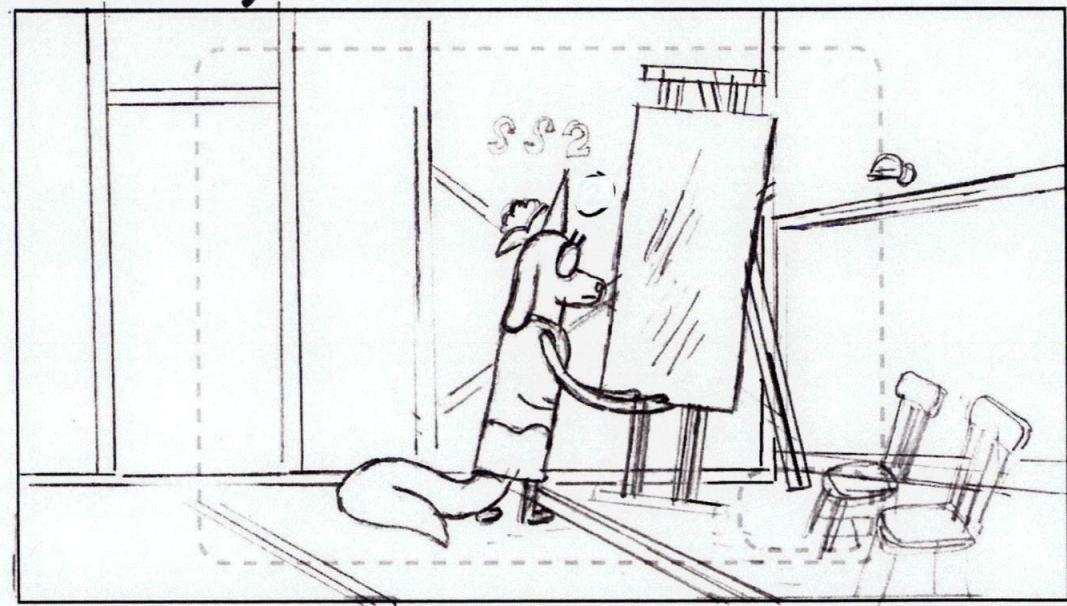


Sc. 42

Pnl. B

Bg.

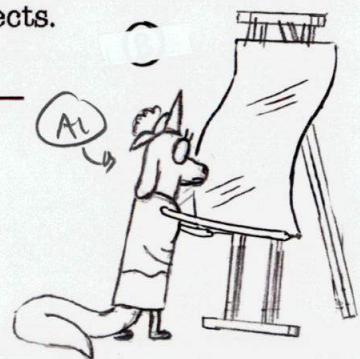
day night



Dialog: SFX: Boom-mm-mm!

Action: Cut to: Rehearsal has resumed, and Viola is making more thunder sound effects.

Timing:



settle sheet of metal.



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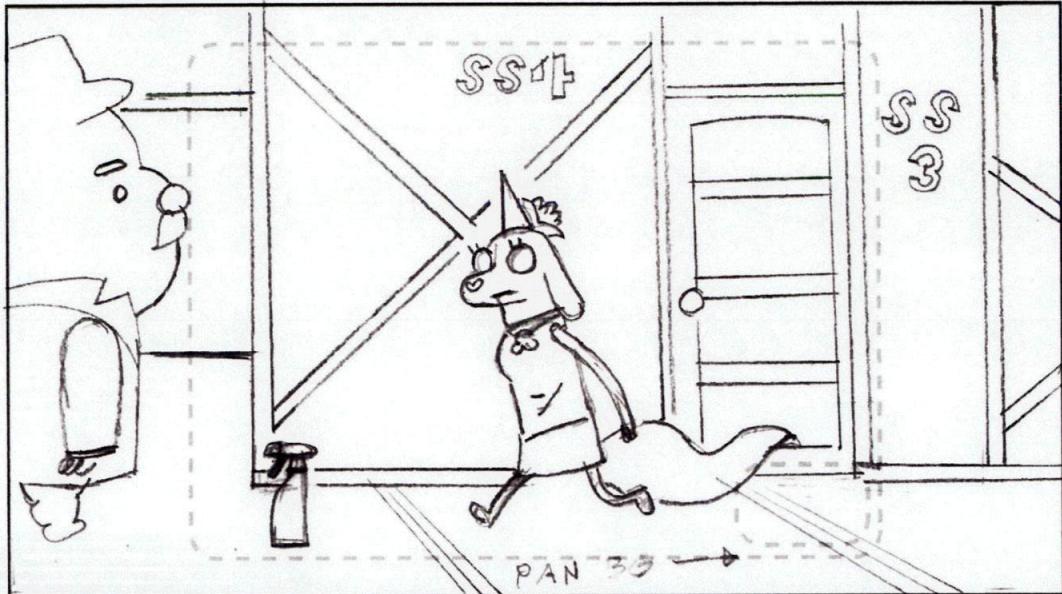
Page 106

Sc. 42 *cont*

Pnl. C

Bg.

day night

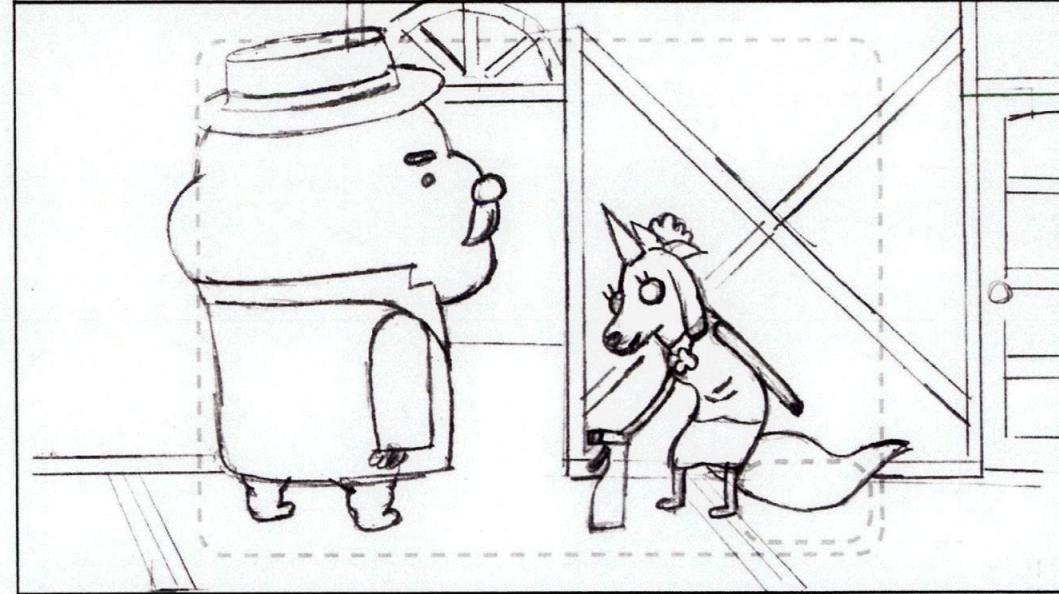


Sc. 42 *cont*

Pnl. D

Bg.

day night



Dialog:

Action:
pan w. Viola.

Viola picks up a spray bottle of water.

JUN 09 2015

Timing:

Production :

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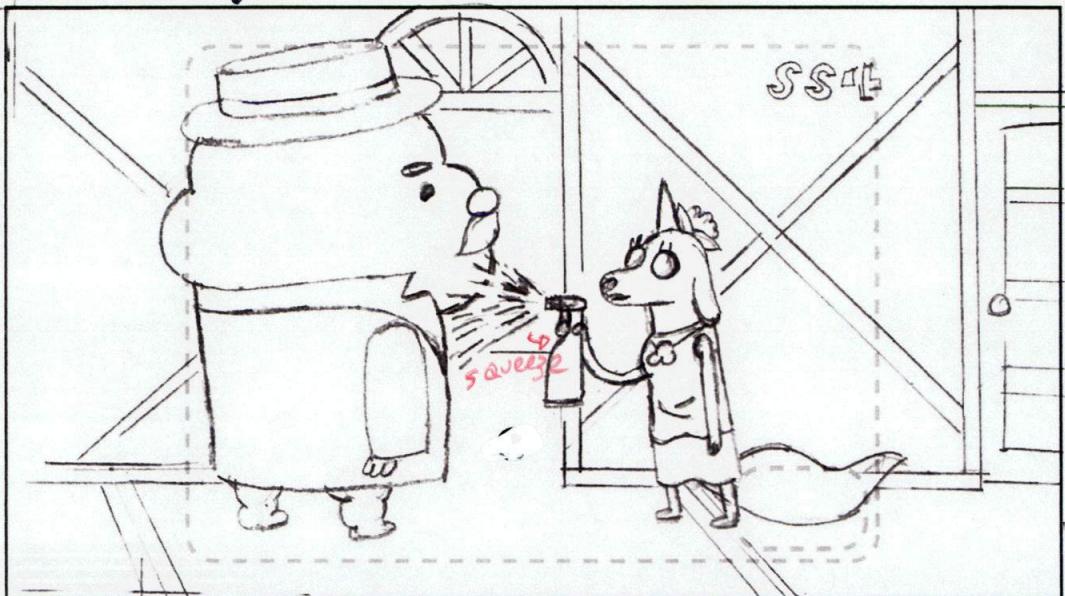
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Page

Sc. 42 cont

Pnl. E

Bg.

day night



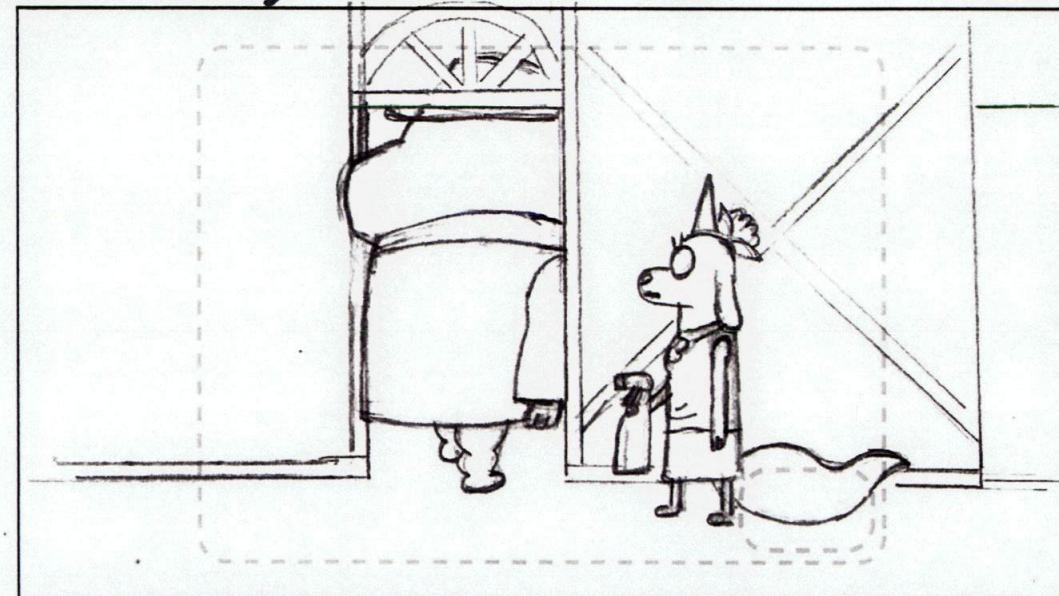
Sc. 42

cont

Pnl. F

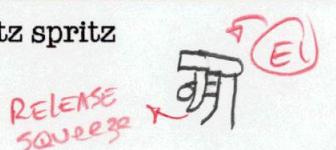
Bg.

day night



Dialog:

SFX: Spritz spritz spritz spritz

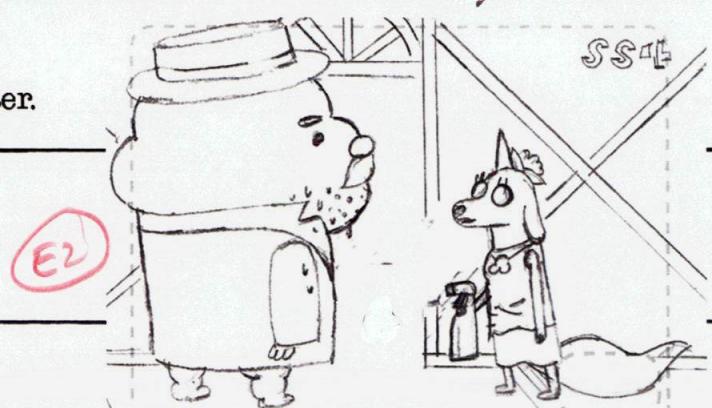


SFX: Scrunch!

Action:

Viola sprays Mr. Cupcake with a delicate spray of water.

Timing:



Mr. Cupcake walks onto the set.

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Production :

ADVENTURE TIME



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Page

Sc. 42 cont

Pnl. G

Bg.

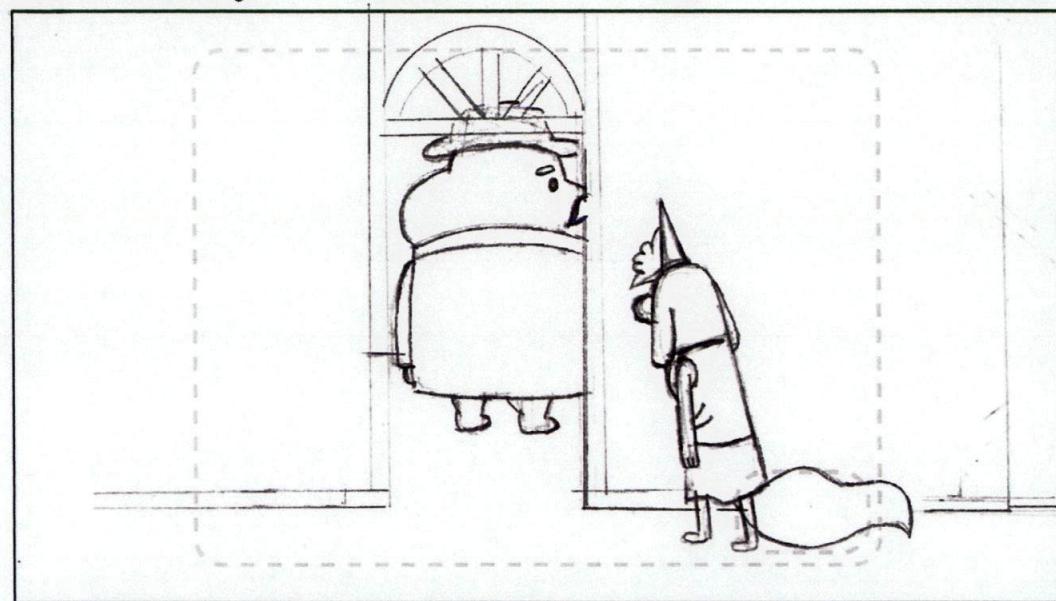
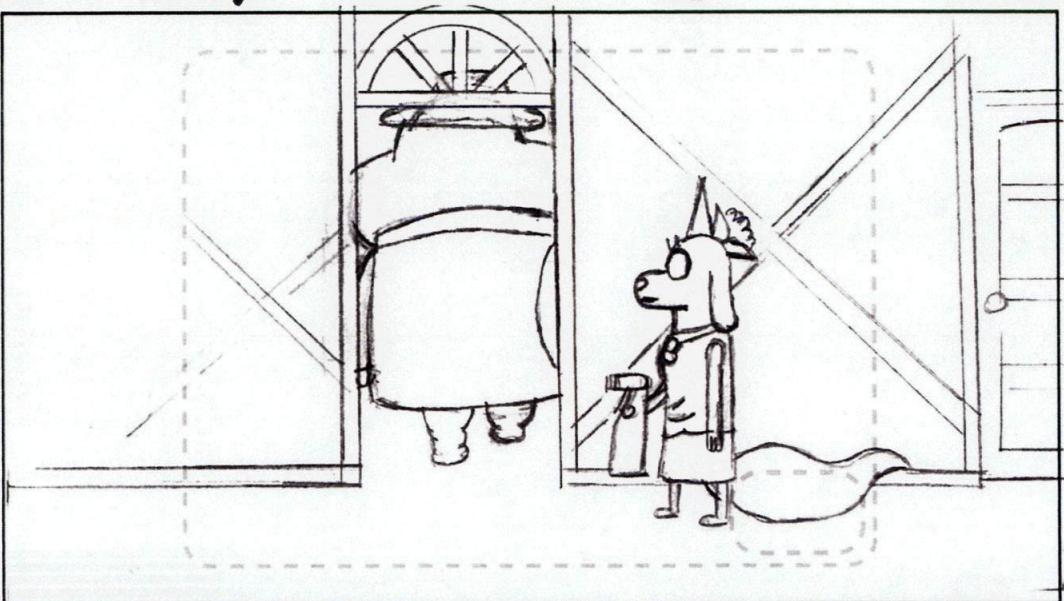
day night

Sc. 42 cont

Pnl. H

Bg.

day night



Dialog:

SFX: Clomp clomp clomp clomp

Mr. C: Coming down like cats and ---

Action: Mr. Cupcake stomps onto the set, to stand beside the couch.

Mr. Cupcake says his line to Tree Trunks.

Timing:

JUN 09 2015

Production :

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ADVENTURE TIME



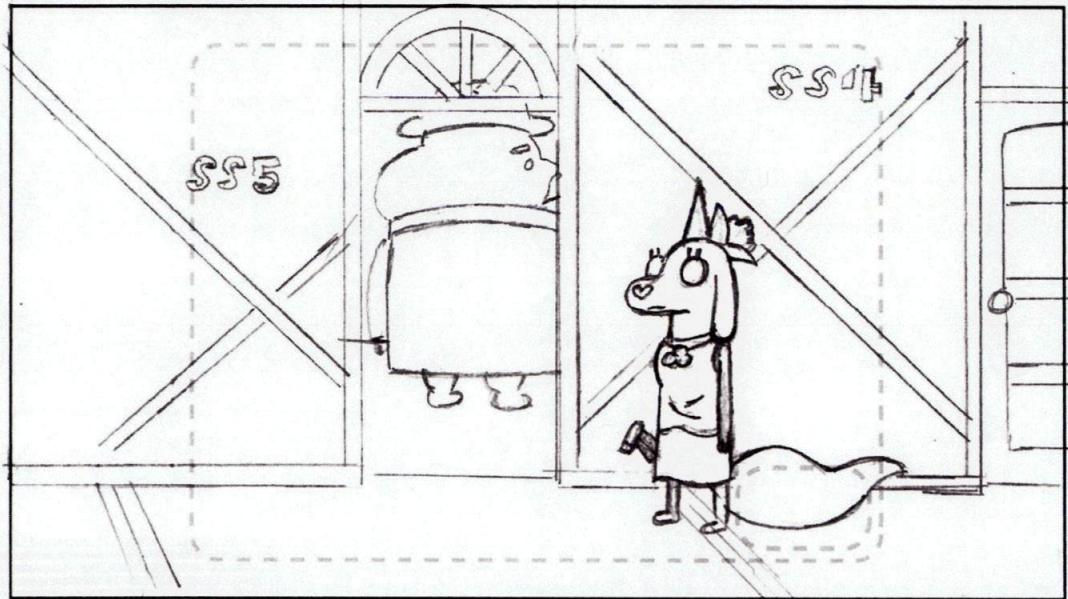
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Sc. 42 *cont*

Pnl. I

Bg.

day night

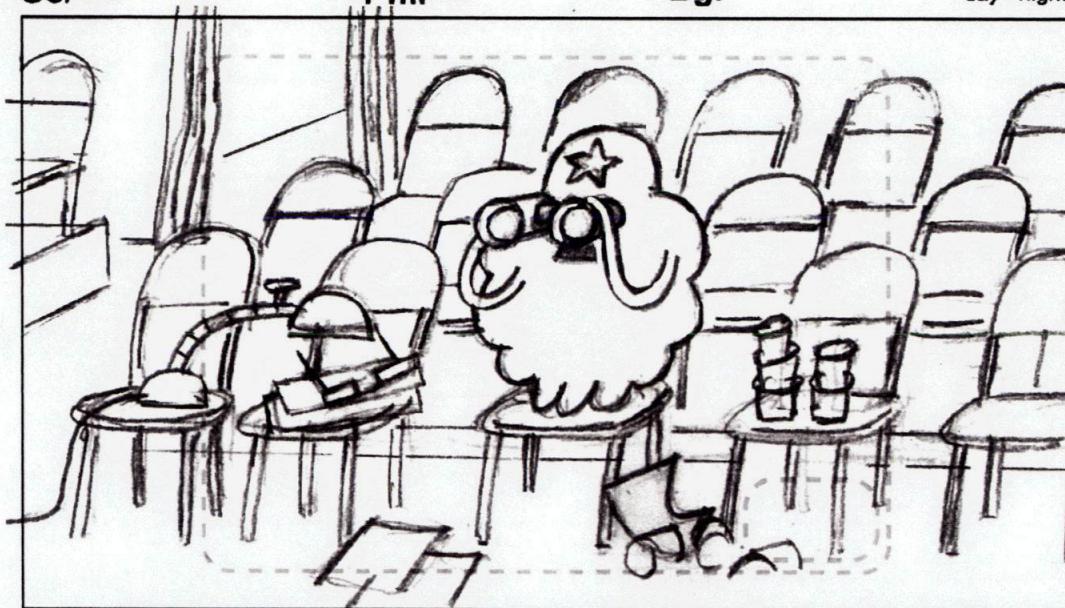


Sc. 43

Pnl. A

Bg.

day night



Dialog:

LSP (O/S): THAT'S TOO LIGHT! IT'S --

LSP: --- NOT A DRIZZLE!

Action:

- On LSP with binoculars, looking at the rain effects on Mr. Cupcake's overcoat.

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Timing:

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Page

Sc. 43 ~~cont~~ Pnl. B

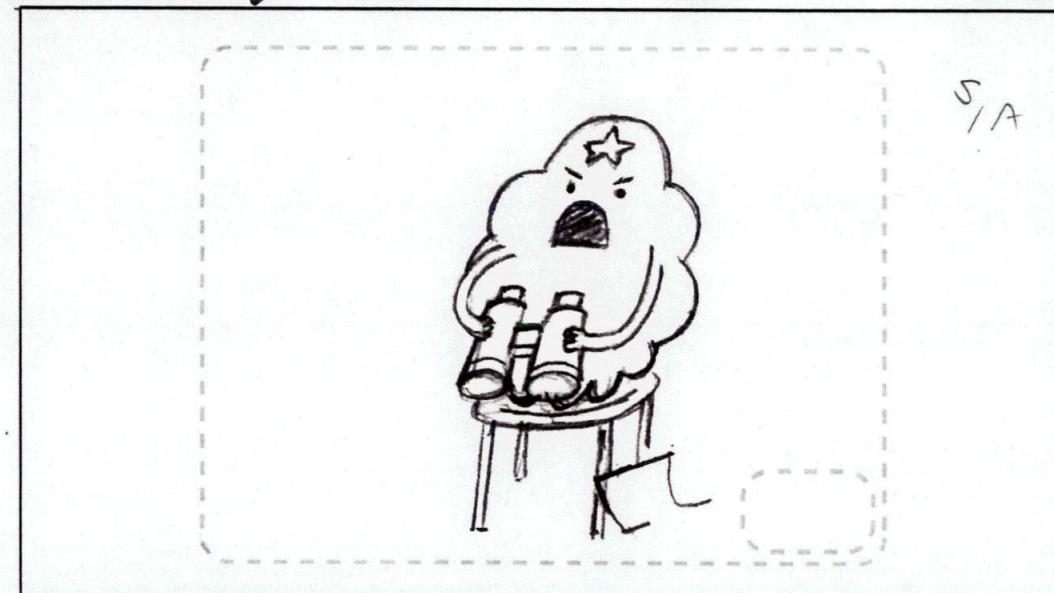
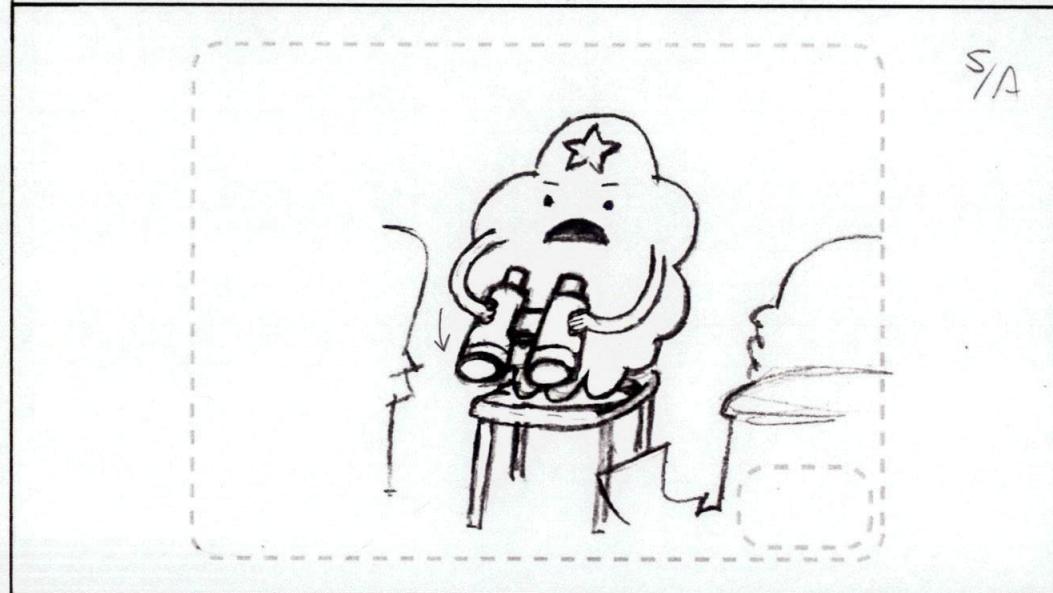
Bg.

day night

Sc. 43 ~~cont~~ Pnl. C

Bg.

day night



Dialog:

LSP: What about 'Summer Showers' don't you - - -

LSP: - - - understand?

Action:

LSP lowers her binoculars.

LSP shouts to everyone, frustrated.

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Timing:

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Sc. 43 ~~cont~~

Pnl. D

Bg.

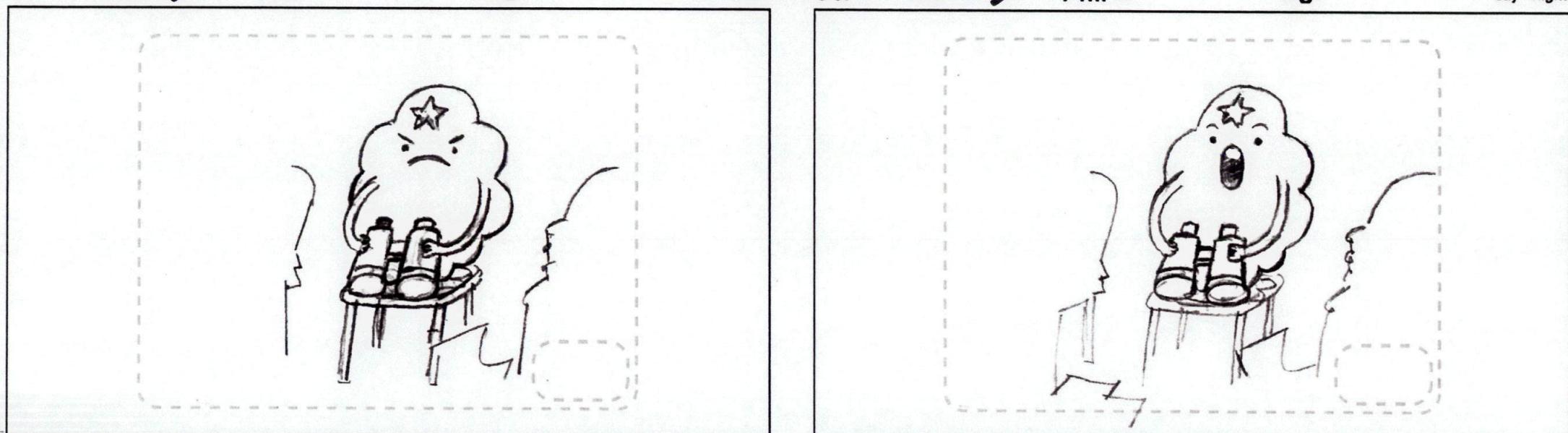
day night

Sc. 43 ~~cont~~

Pnl. E

Bg.

day night



Dialog:

LSP: HEY! VIOLA!

Action: Pause LSP. Thinking.

LSP shouts to Viola, who is backstage.

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Timing:

Production :

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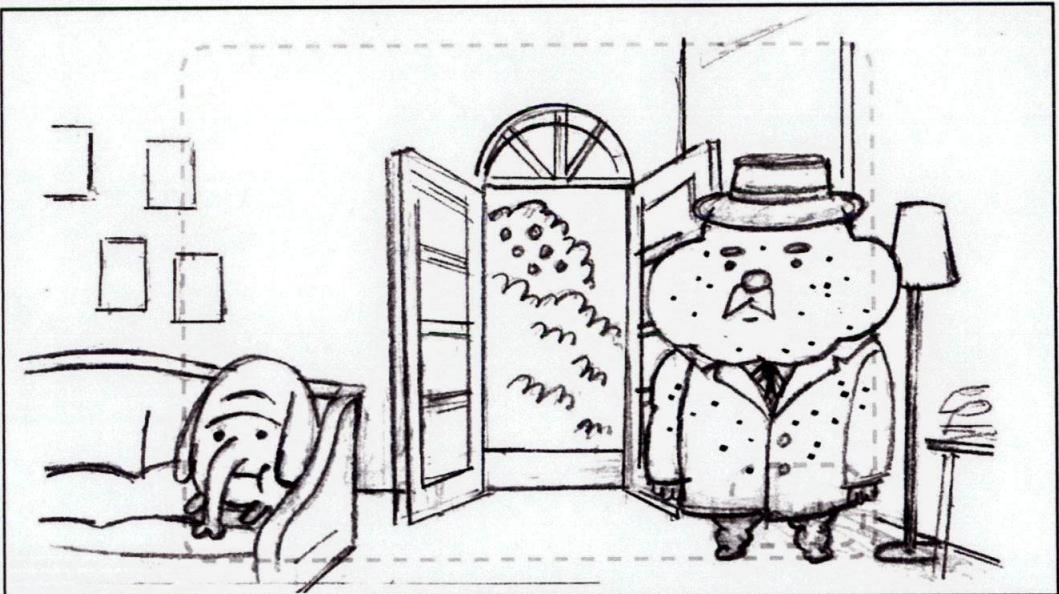
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Sc. 44

Pnl. A

Bg.

day night



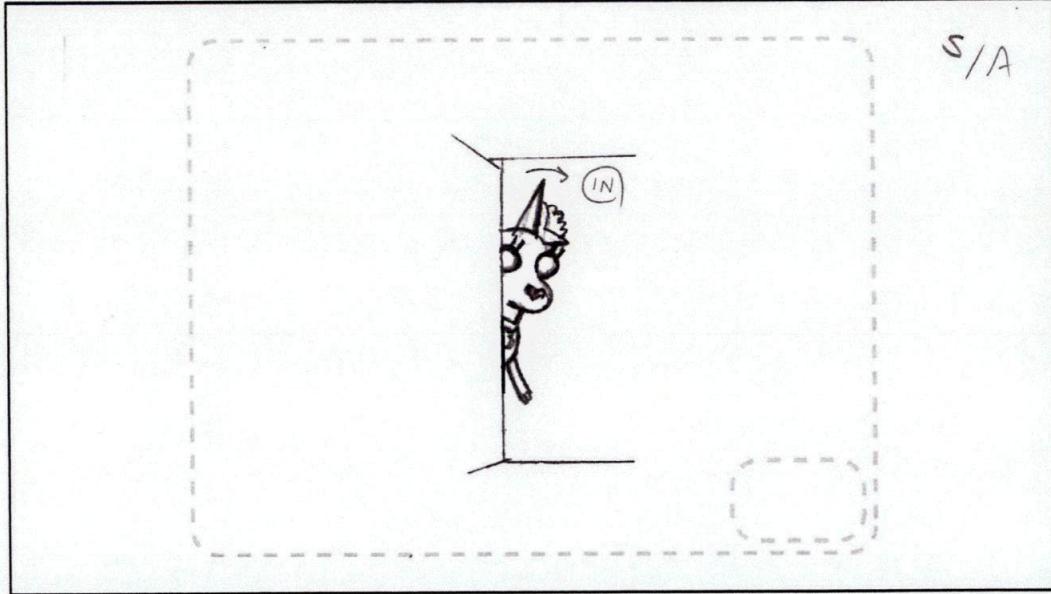
Sc. 44

~~cont~~

Pnl. B

Bg.

day night



Dialog:

LSP (o.s.)/ [whistle]

Action: Tree Trunks and Mr. Cupcake look nervous.

Viola peeked around the doorway in the set.

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Timing:

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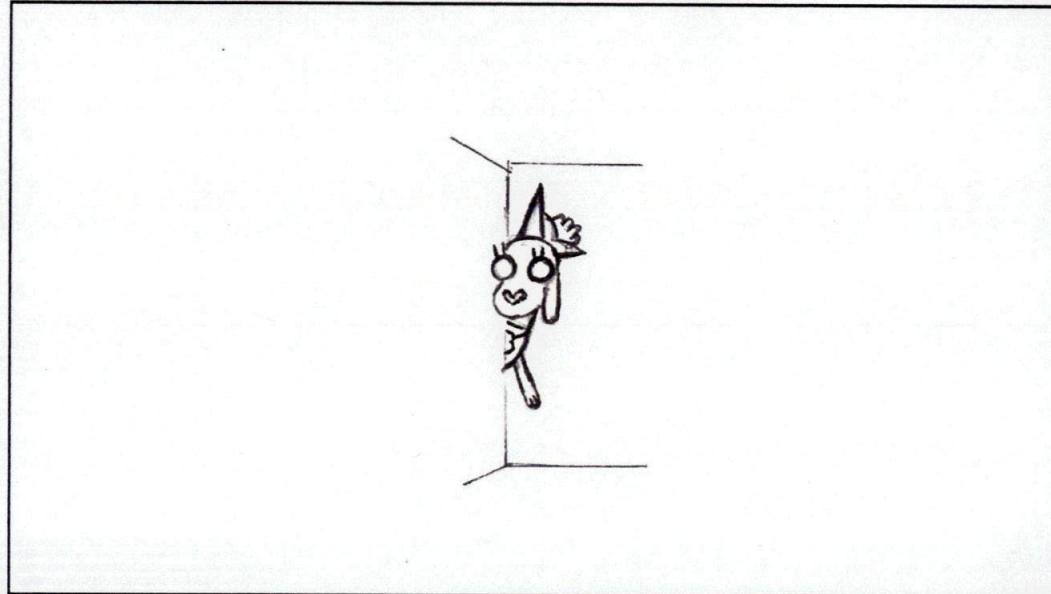
ADVENTURE TIME



Sc. 44 ~~cont~~ Pnl. C

Bg.

day night

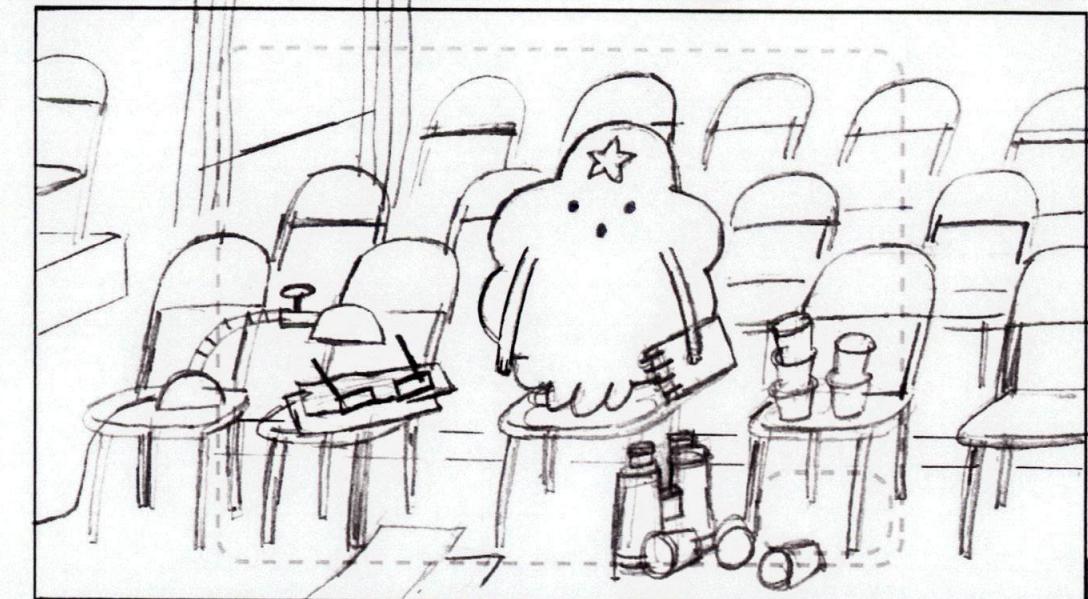


Sc. 45

Pnl. A

Bg.

day night



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EPISODE #

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Production :

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Dialog:

Action: Viola looks to LSP.

LSP is whistling to Viola, like whistling for a dog.

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Timing:

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Page

Sc. 45 cont

Pnl. B

Bg.

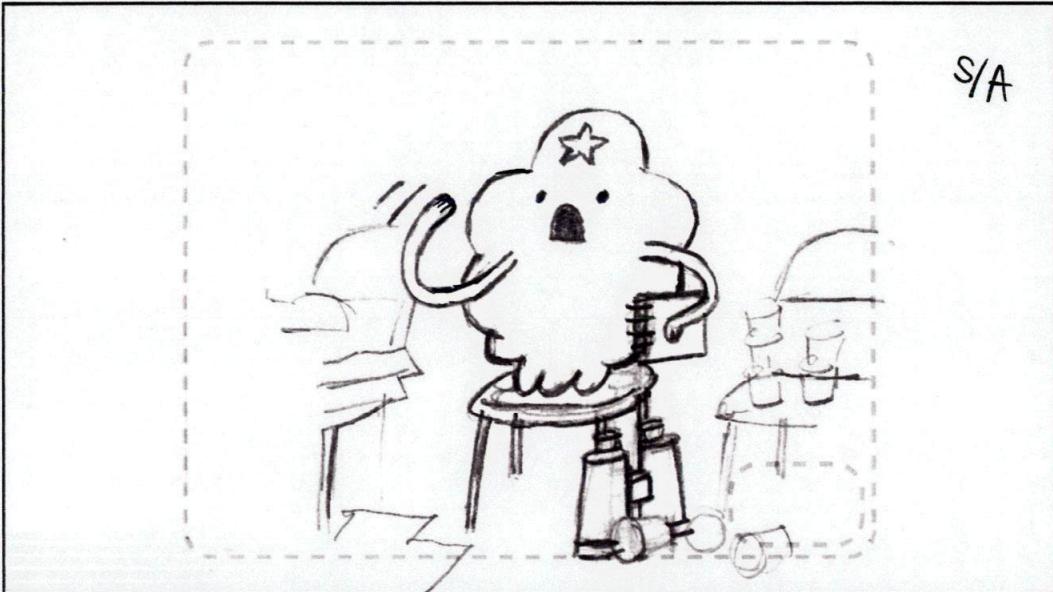
day night

Sc. 45 cont

Pnl. C

Bg.

day night



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Dialog:

LSP: Viola!

LSP: [whistle]

Action: LSP gestures to Viola, beckoning.

LSP exits, still beckoning.

JUN 09 2015

Timing:

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Sc. 45

cont

Pnl. D

Bg.

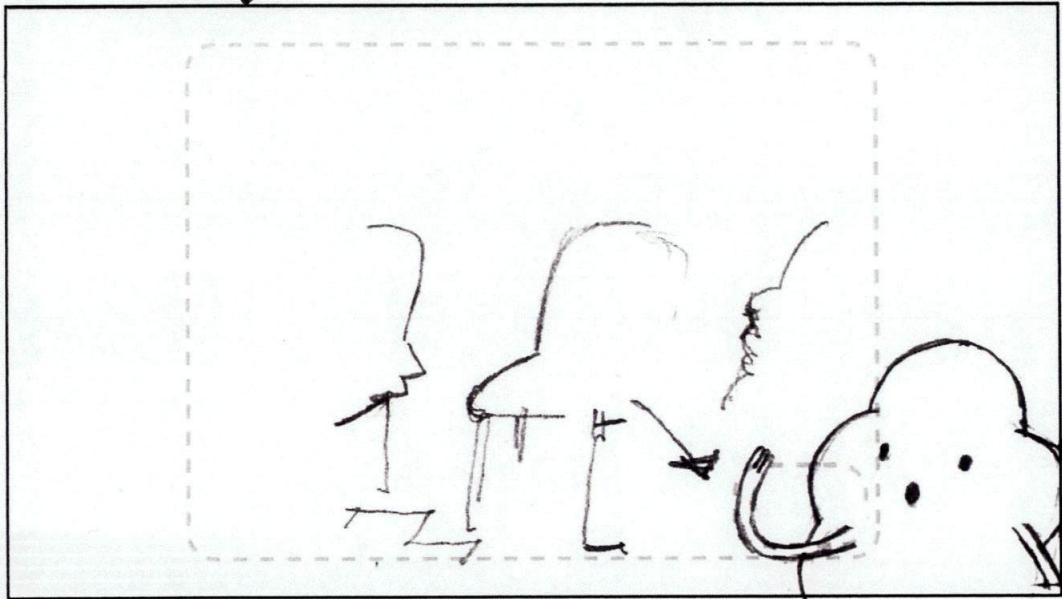
day night

Sc. 46

Pnl. A

Bg.

day night



Dialog:

LSP/ Here girl!

LSP: [whistle]

Action:

exit LSP.

Viola walks through the set, dutifully, toward LSP.

JUN 09 2015

Timing:

Production :

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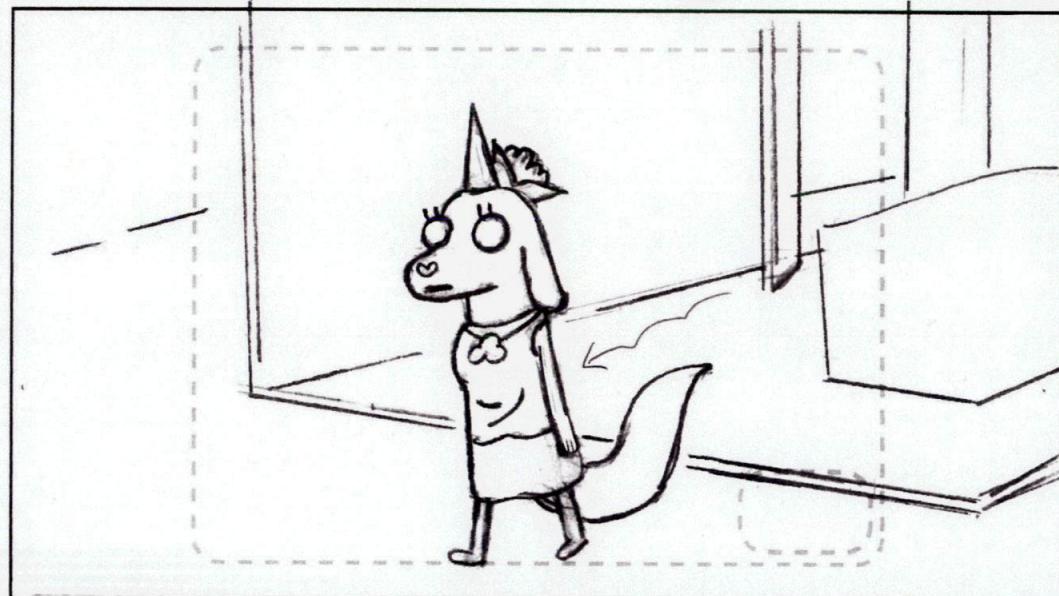
ADVENTURE TIME

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Page

Sc. 46 cont Pnl. B

Bg.

day night

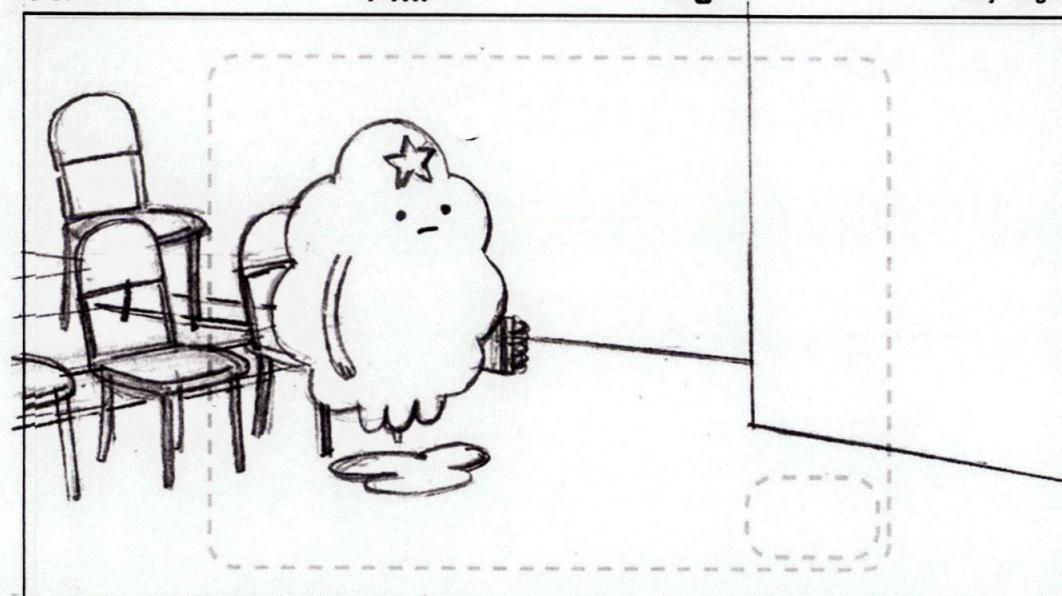


Sc. 47

Pnl. A

Bg.

day night



Dialog:

LSP

TWEET - TWEET - TWEET

Action:

cont. Viola walking toward LSP.

On LSP, waiting for Viola, near the stairway to the roof.

Timing:



JUN 09 2010

Production :

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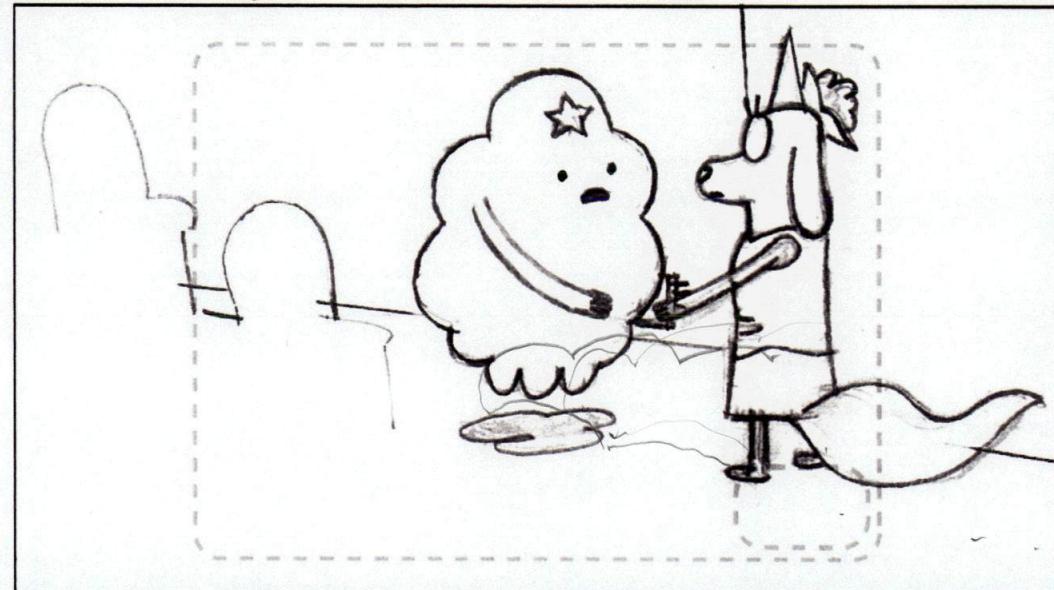
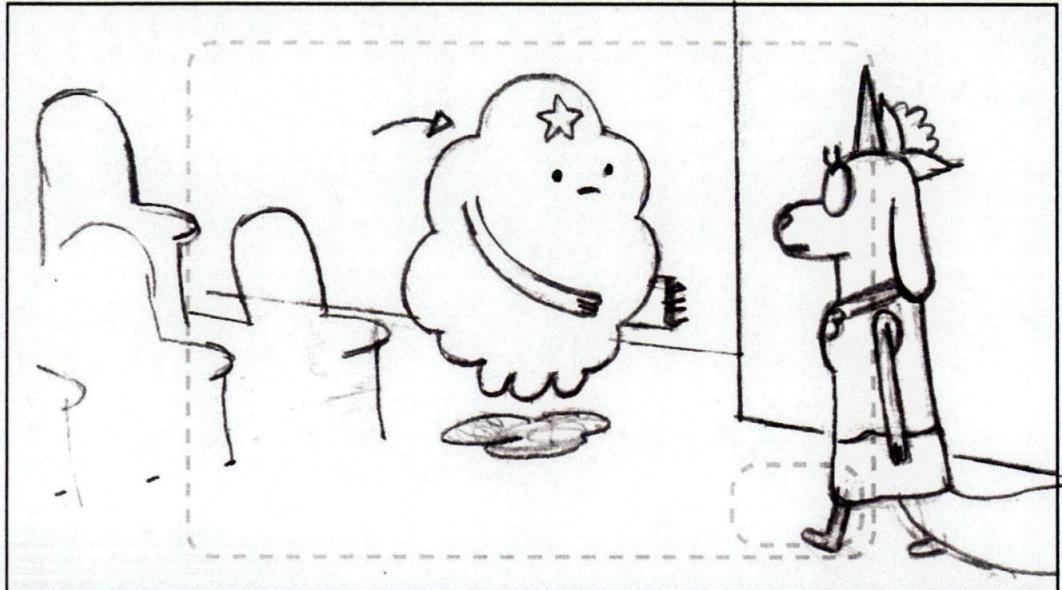
ADVENTURE TIME



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Sc. 47 ~~cont~~ Pnl. B Bg. day night Sc. 47 ~~cont~~ Pnl. C Bg. day night



Dialog:

LSP: Come on,

Action: LSP gestures toward Viola / Viola enters.

JUN 09 2015

Timing:

Production :

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Sc. 47 cont Pnl. D

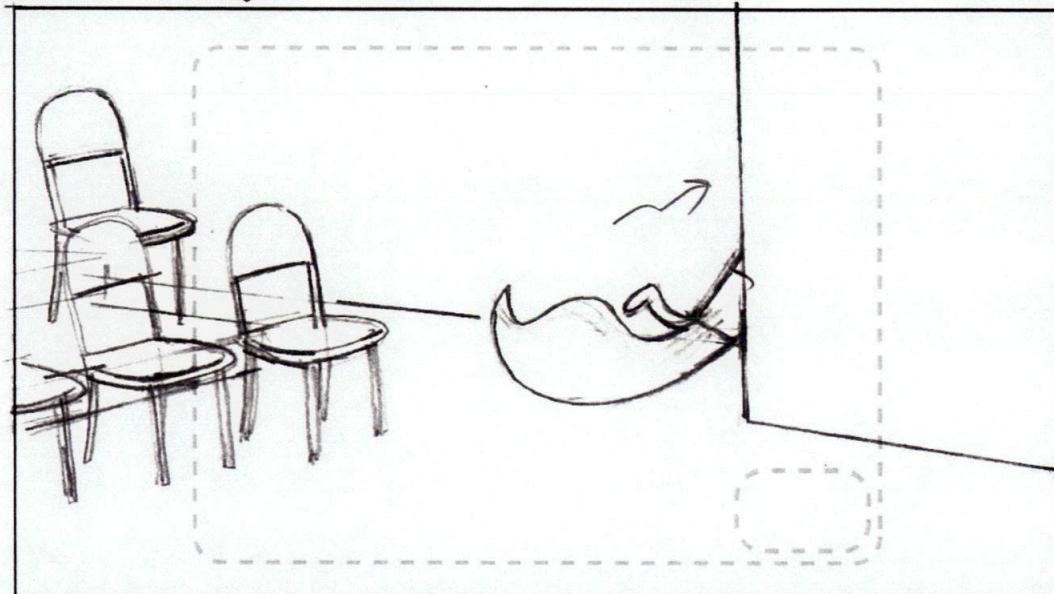
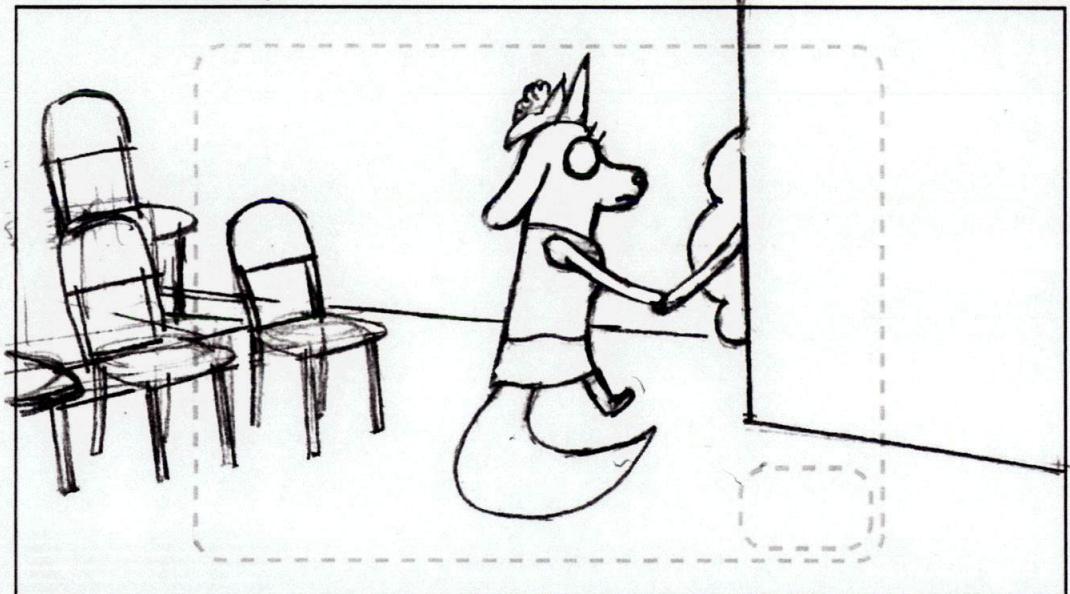
Bg.

day night

Sc. 47 cont

Pnl. E

day night

**Dialog:**

LSP: I want to show you something.

Action:

LSP grabs Viola. They enter the stairway to the roof.

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Timing:

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ADVENTURE TIME

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Sc. 47 *cont*

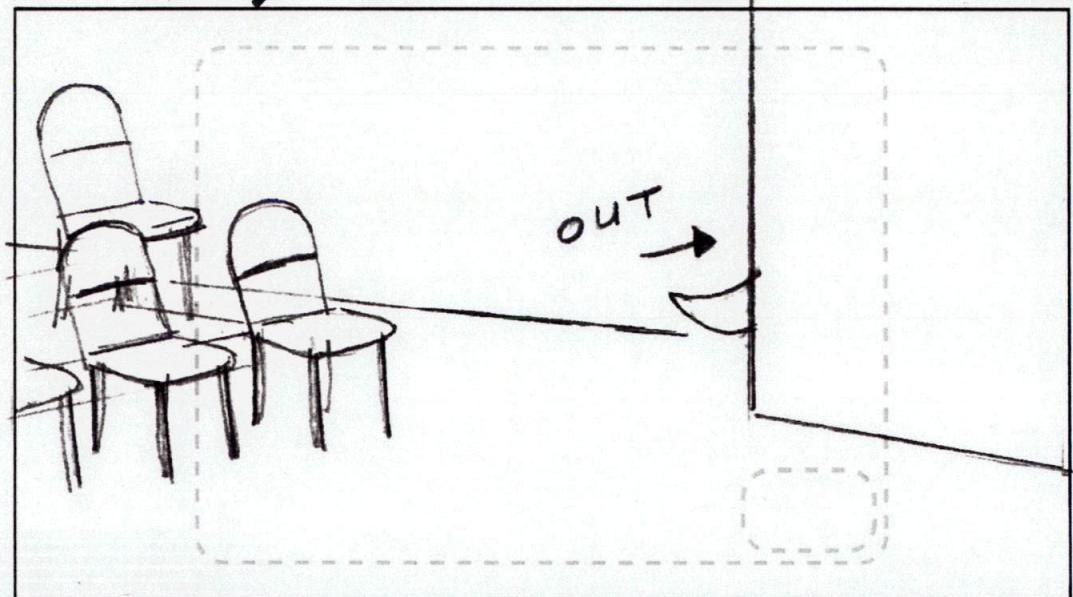
Pnl. F

Bg.



No Sc48

Page 119
NO PG 120
day night



Sc.

Pnl.

Bg.

EPISODE # 1034-223

Production :

1034/223

Dialog:

Action:

LSP and Viola go up the stairs to the roof.

JUN 09 2015

Timing:

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Page

1034 / 223

Sc. 49 Pnl. A Bg. day night

Sc. 49 ~~cont~~ Pnl. B Bg. day night

Dialog:

SFX: Chunk! [door latch]

Action: On the roof of the playhouse.

LSP opens the rooftop door (a heavy fire-door).

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Timing:

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Sc. 49 *cont*

Pnl. C

Bg.

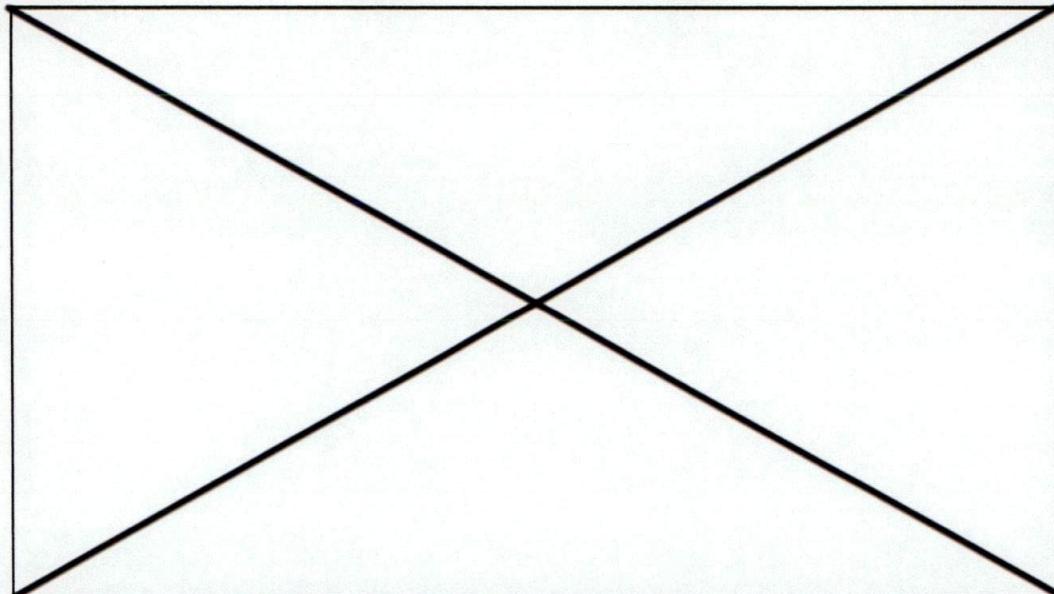
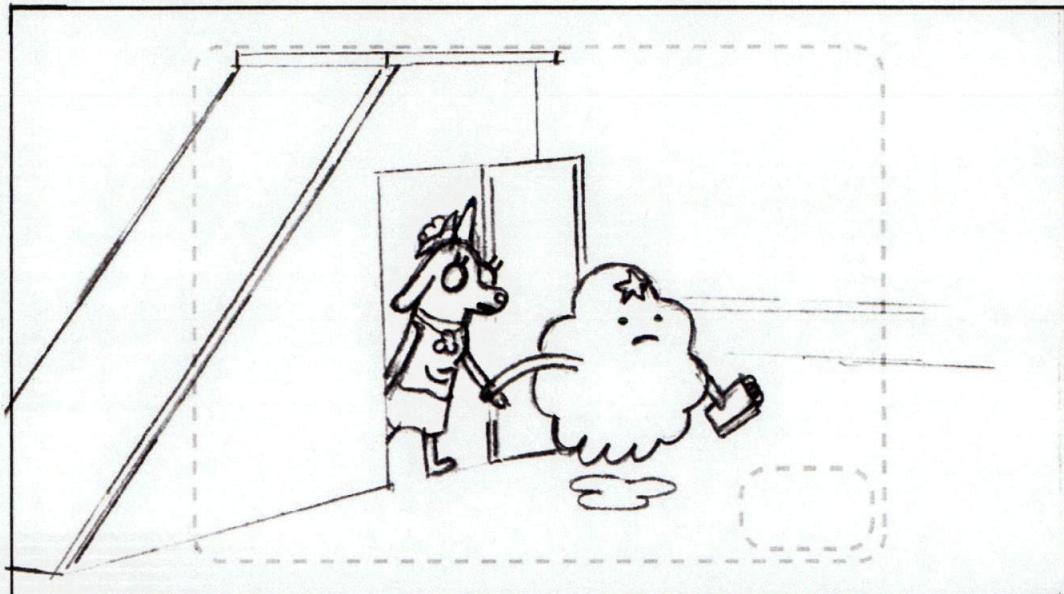
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: LSP leads Viola onto the roof.

JUN 09 2011

Timing:

Production :

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ADVENTURE TIME

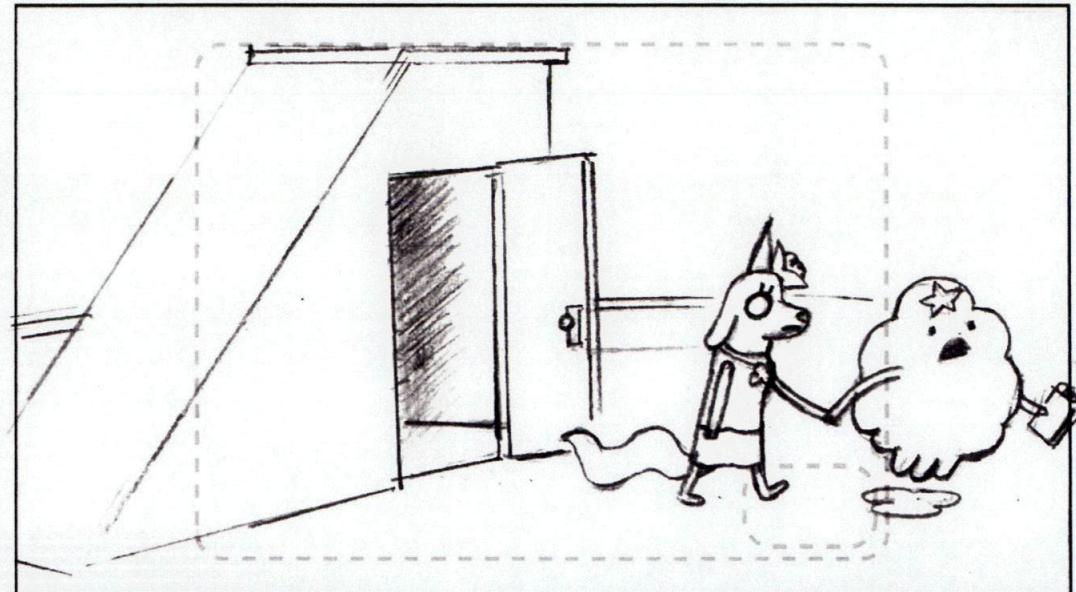


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Sc. 49 ~~cont~~ Pnl. D

Bg.

day night

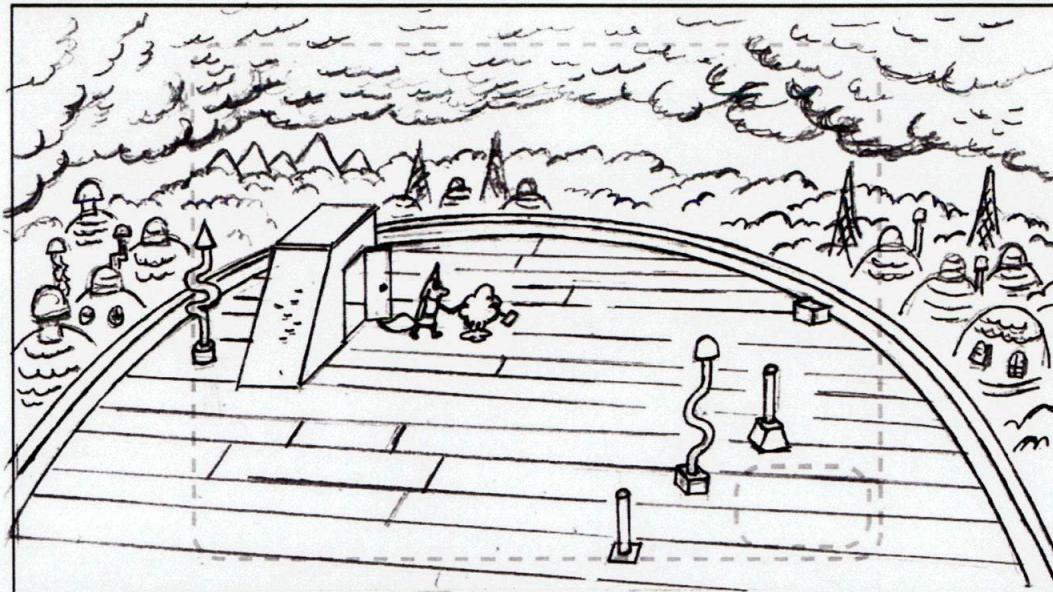


Sc. 50

Pnl. A

Bg.

day night



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Dialog: LSP: I think it's--- GUNNA Rain SOON

LSP SO I'M GUNNA ...
SHOW YOU --

Action: LSP and Viola exit the scene. (They leave the door open.)

LSP leads Viola to the other side of the roof.
(The door is still open.)

JUN 09 2015

Timing:

EPISODE #

Production :

1034-223

1034/223

1034/223

ADVENTURE TIME

1034/223

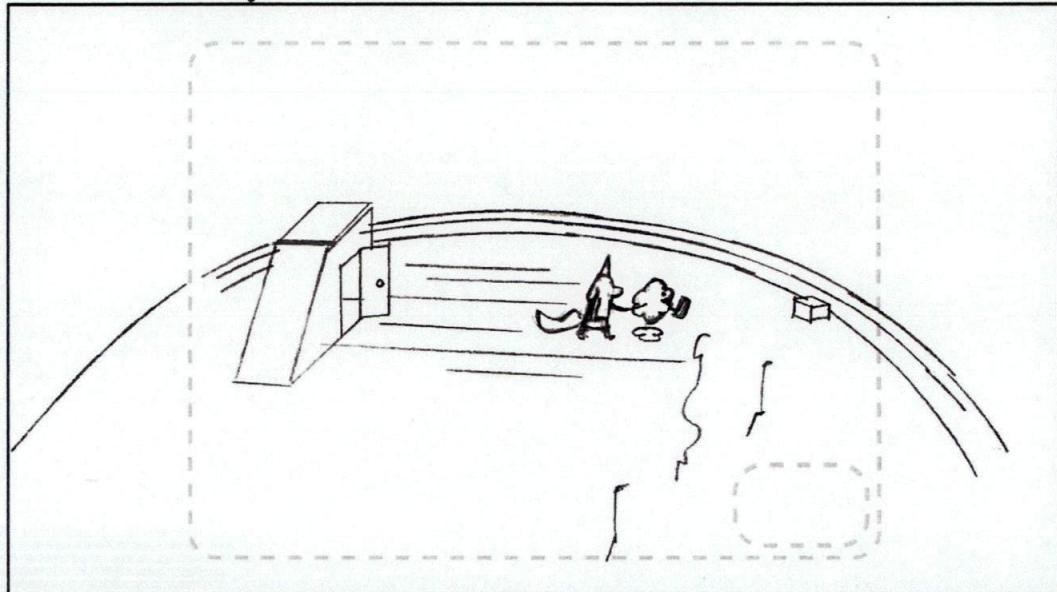
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Sc. 50 cont Pnl. B

Bg.

day night



Sc. 51

Pnl. A

Bg.

day night



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EPISODE #

1034-223

Production :

1034/223

Dialog:

LSP: --- what real

Summer showers look like

LSP AND I

Action:

LSP leads Viola to the edge of the roof.

JUN 09 2015

Timing:

1034/223

ADVENTURE TIME

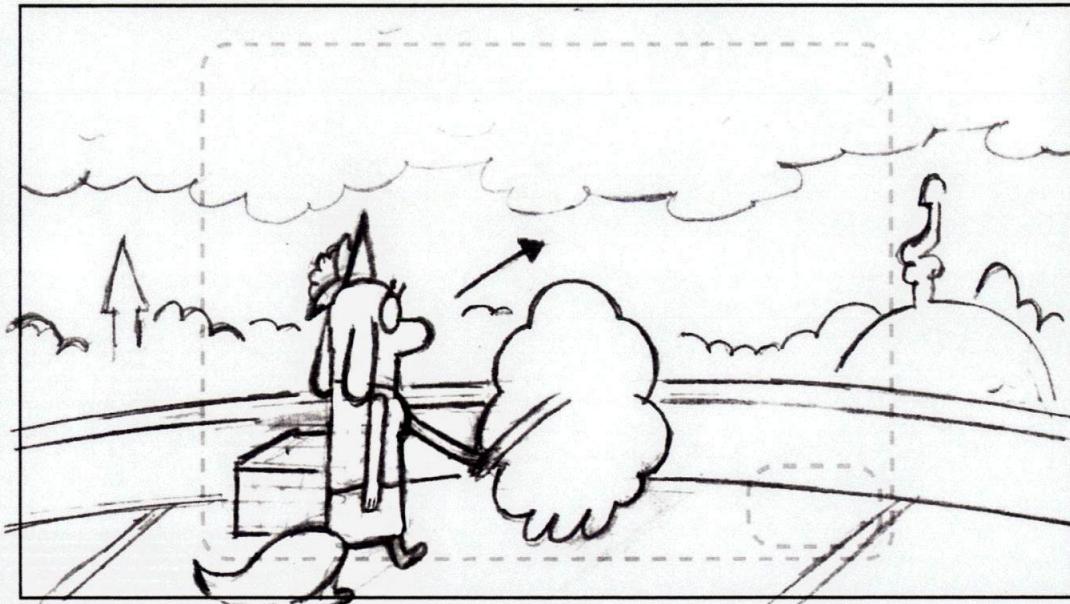


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Sc. 51 cont Pnl. B

Bg.

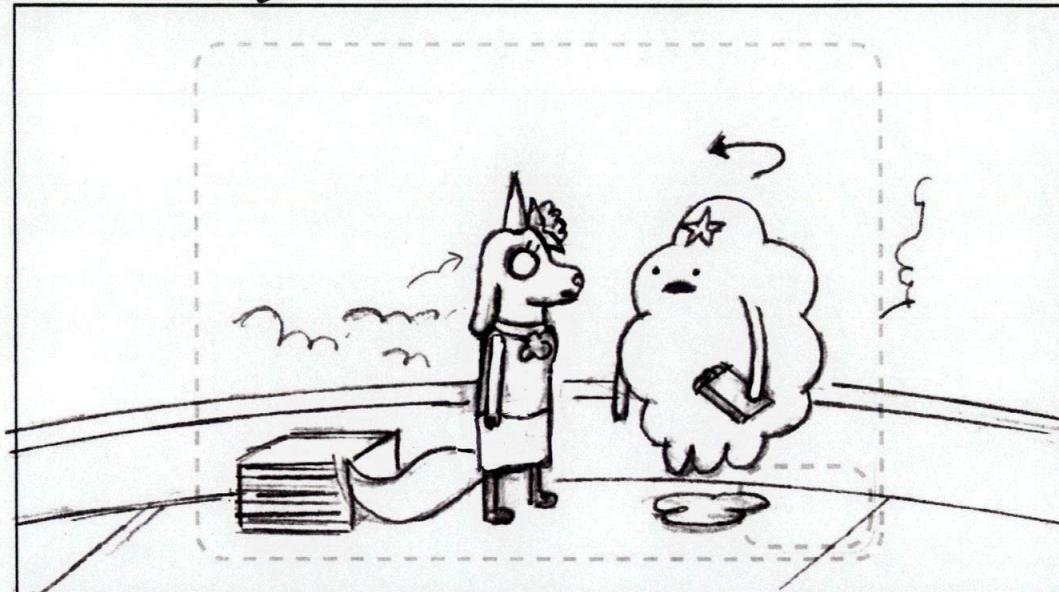
day night



Sc. 51 cont Pnl. C

Bg.

day night



Dialog:

LSP:

want you to make
little sketches

Action:

LSP:

OF Rain . . .

LSP stops at the edge of the roof -- (a good observation spot to study the rain).

JUN 09 2015

Timing:

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ADVENTURE TIME



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Sc. 51

cont

Pnl. D

Bg.

day night

Sc. 51

cont

Pnl. E

Bg.

day night



Dialog:

LSP Drops As Reference material

Action: LSP hands over her notebook to Viola.

JUN 09 2015

Timing:

Production :

1034/223

1034-223

1034/223

ADVENTURE TIME



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Page

Sc. 51 ~~cont~~

Pnl. F

Bg.

day night

Sc. 51 ~~cont~~

Pnl. G

Bg.

day night



Dialog: Viola: Do you REALLY THINK THIS IS WORTHWHILE ?

LSP: Yes!

Action:

JUN 09 2015

Timing:

Production :

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EPISODE #

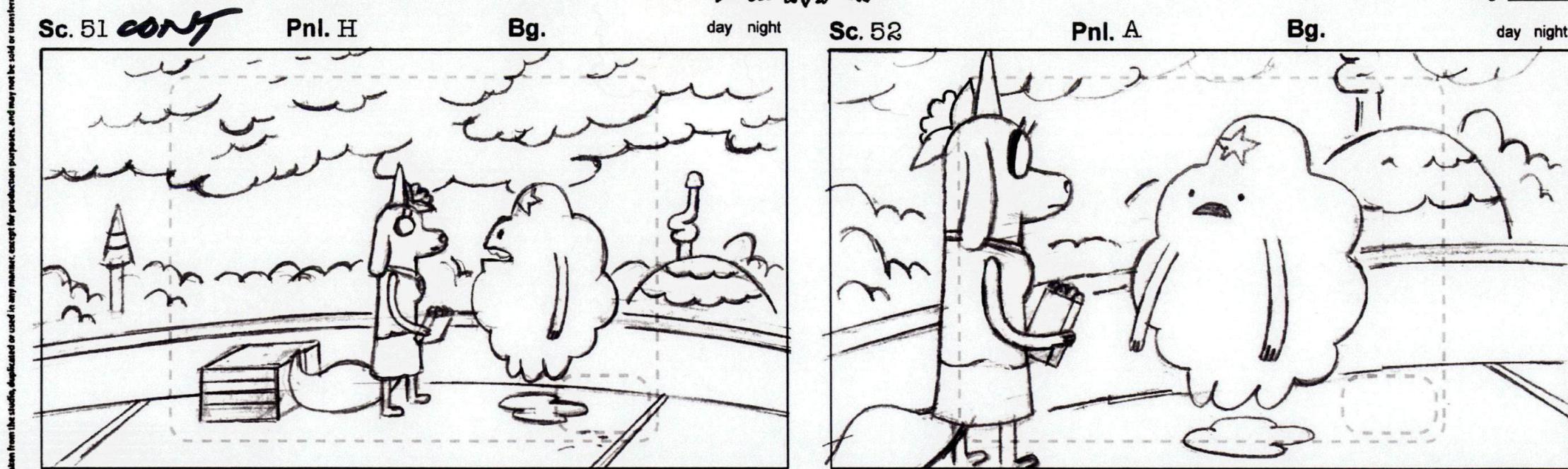
1034/223

ADVENTURE TIME



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| | |
|----------------|-------------|
| Dialog: | LSP: GAH! |
| Action: | |
| Timing: | JUN 09 2015 |

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Production :

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ADVENTURE TIME



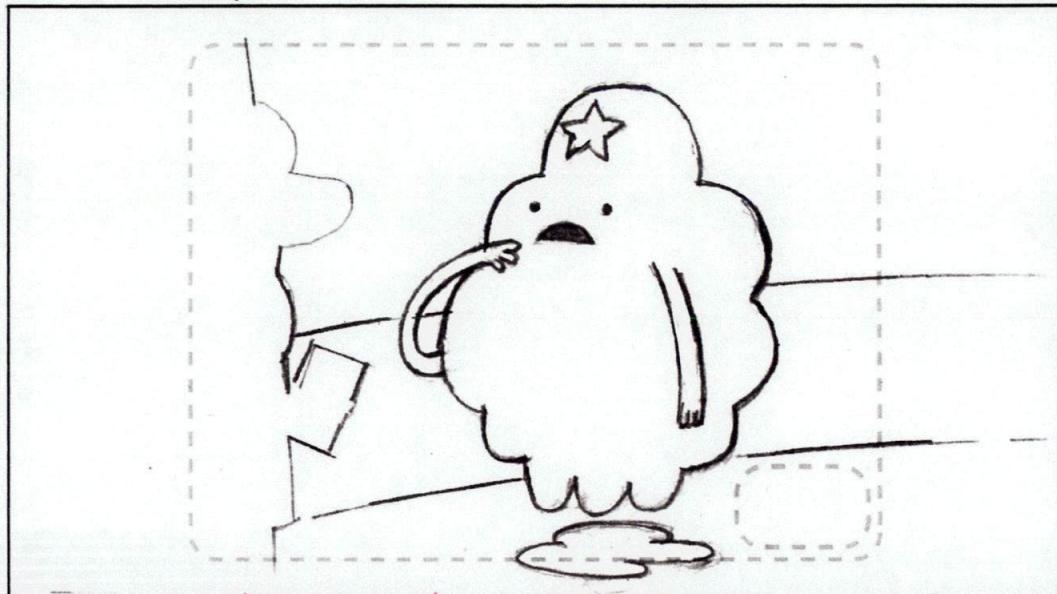
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Page

Sc. 52 cont

Pnl. B

Bg.

day night



Sc. 52 cont

Pnl. C

Bg.

day night



Dialog:

LSP: as possible?

AS SIMPLY

Action:

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



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Page

1034/223

Sc. 52 cont Pnl. D

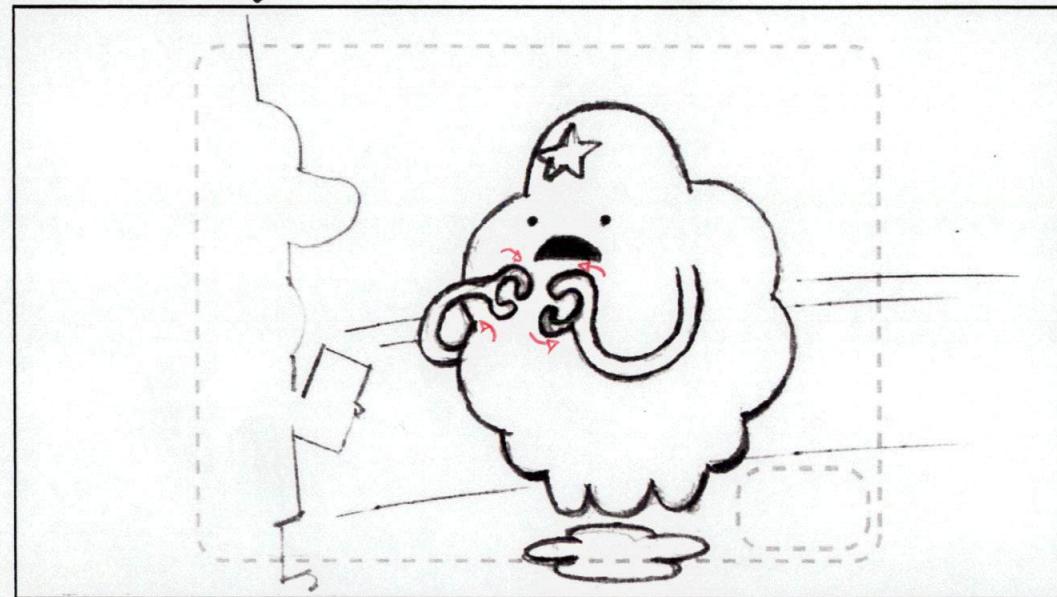
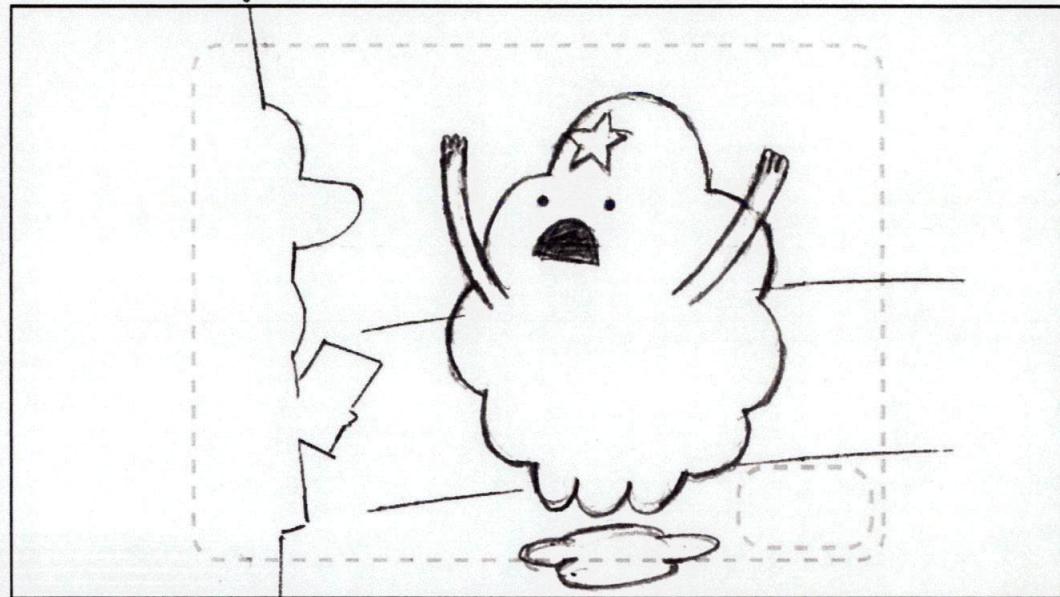
Bg.

day night

Sc. 52 cont Pnl. E

Bg.

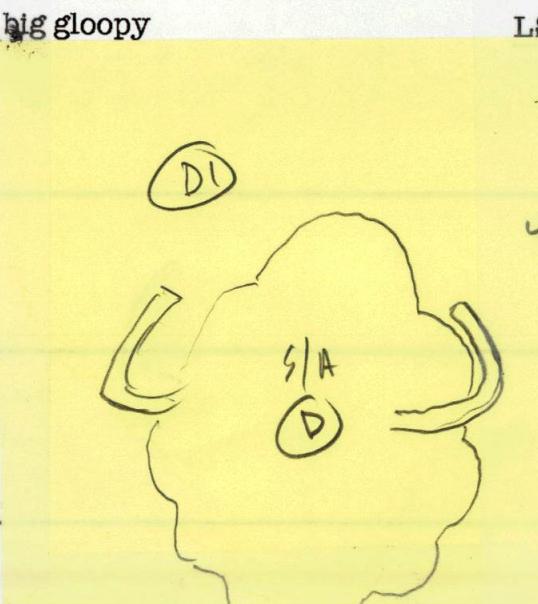
day night



Dialog: LSP: In my play, I don't want to see big, big gloopy raindrops . . .

Action: LSP makes a gesture to show 'bigness'.

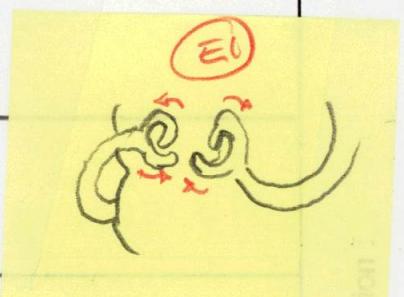
Timing:



LSP: . . . and I don't want to see teeny weeny tiny raindrops.

P makes a gesture to show 'smallness'.

JUN 09 2010



Produced

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ADVENTURE TIME



131
Page

Sc. 52 cont

Pnl. F

Bg.

day night

Sc. 52 cont

Pnl. G

Bg.

day night



Dialog: LSP: What I want to see is raindrops that are ---

LSP: --- just right!

Action:

JUN 09 2015

Timing:

Production :

1034/223

ADVENTURE TIME



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Sc. 52 cont

Pnl. H

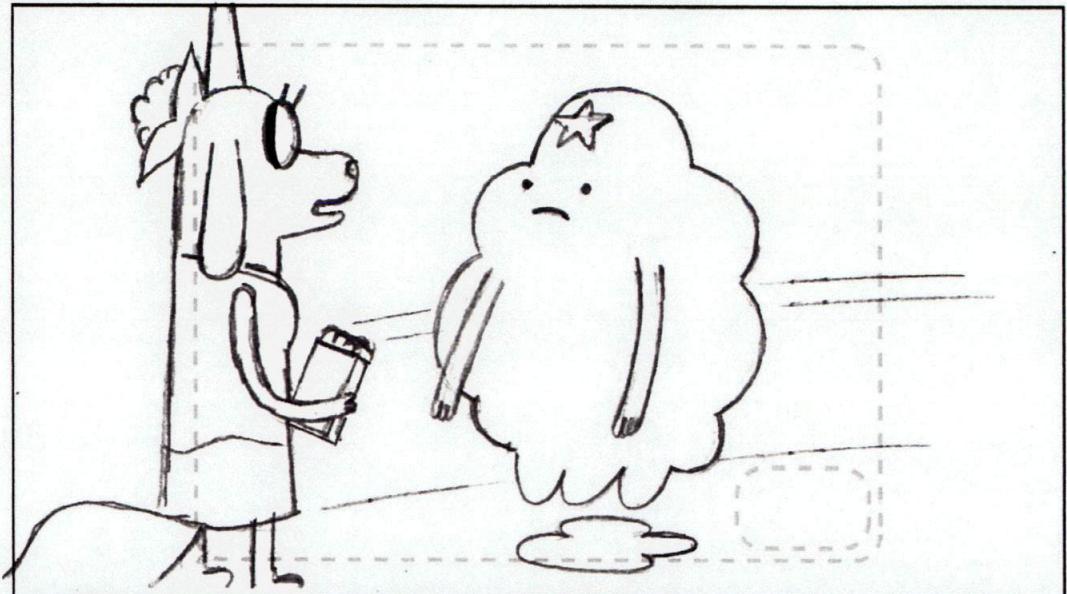
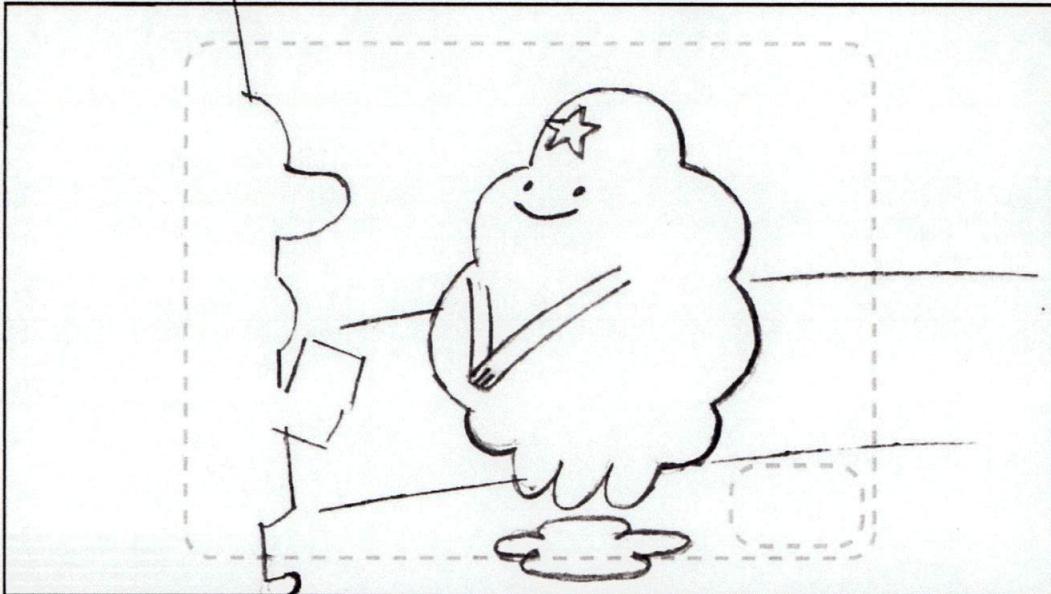
Bg.

day night

Sc. 52 cont

Pnl. I

day night



Dialog:

Viola: Neither too big nor too --

Action: LSP is happy because she has explained something with brilliant simplicity.

Viola makes a simple comment.

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



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Page _____

Sc. 52 ~~cont~~ Pnl. J

Bg.

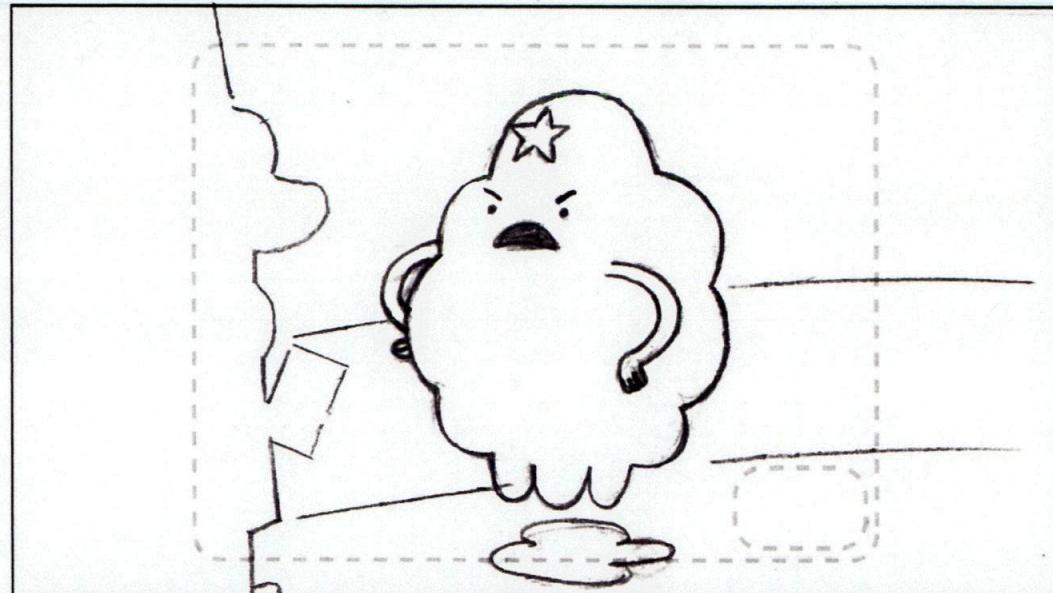
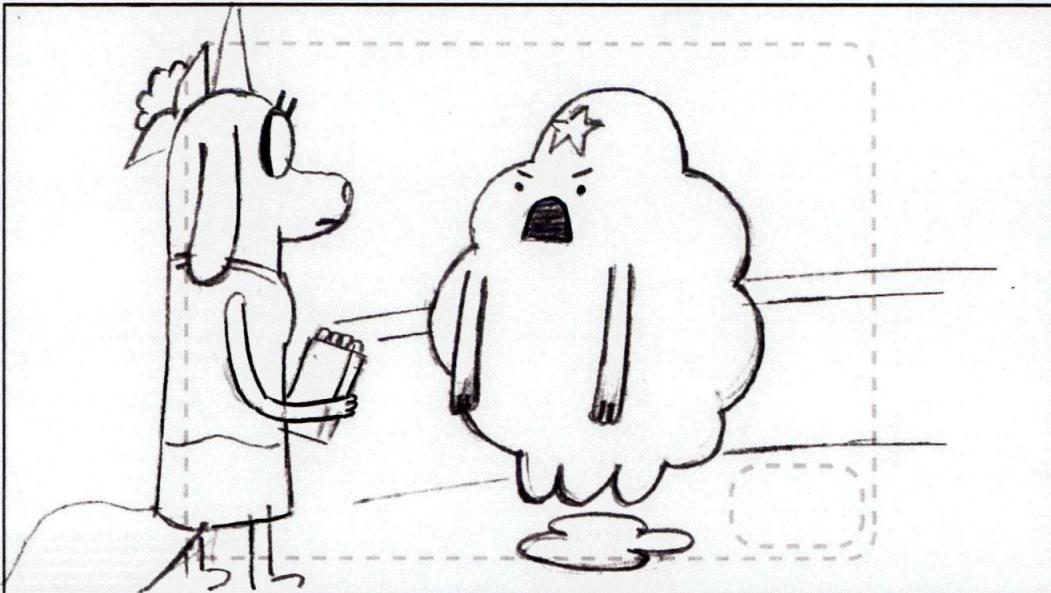
day night

Sc. 52 ~~cont~~

Pnl. K

Bg.

day night



Dialog:

LSP: Stop interrupting me when I'm

trying to explain things
child—

Action: LSP loses patience with Viola.

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Timing:

Production :

1034/223

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ADVENTURE TIME

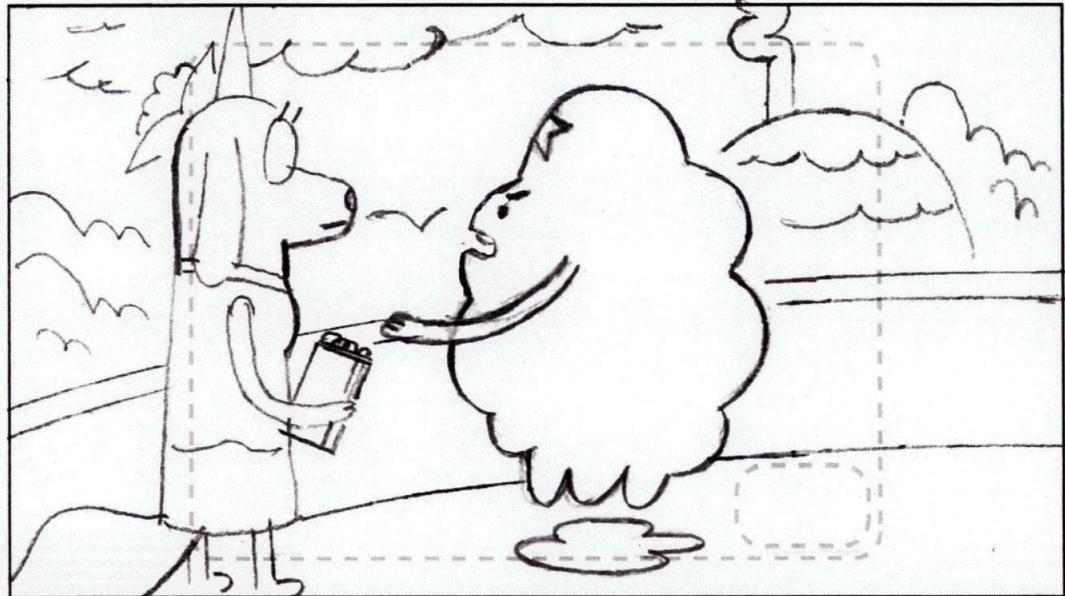


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Sc. 52 cont Pnl. L

Bg.

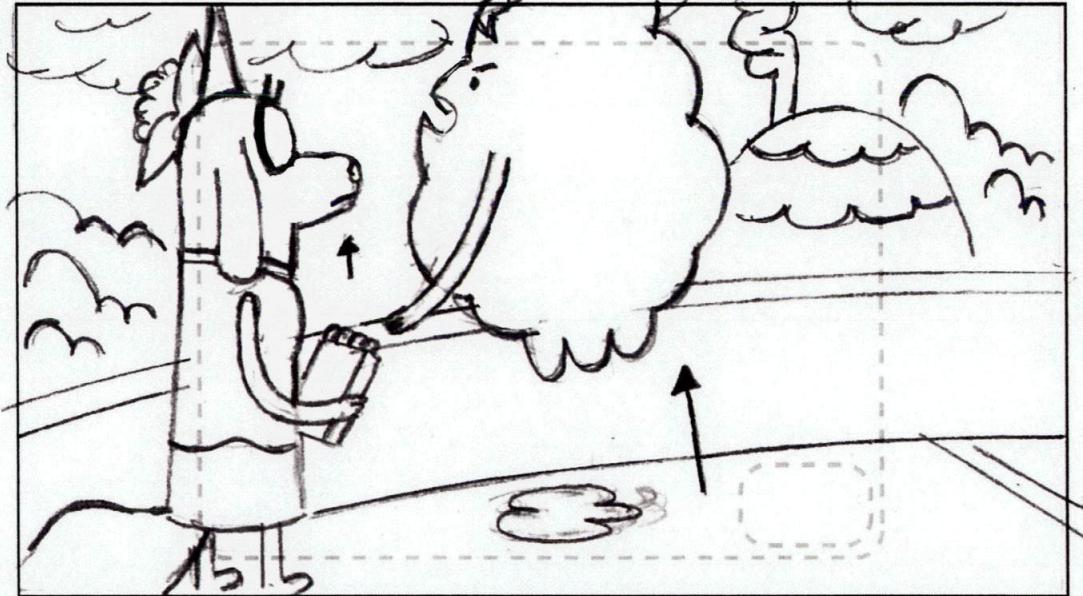
day night



Sc. 52 cont Pnl. M

Bg.

day night



Dialog:

LSP

clishly

Action: LSP pulls herslf onto the side of the roof, to sit down.

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



135
Page

Sc. 53

Pnl. A

Bg.

day night

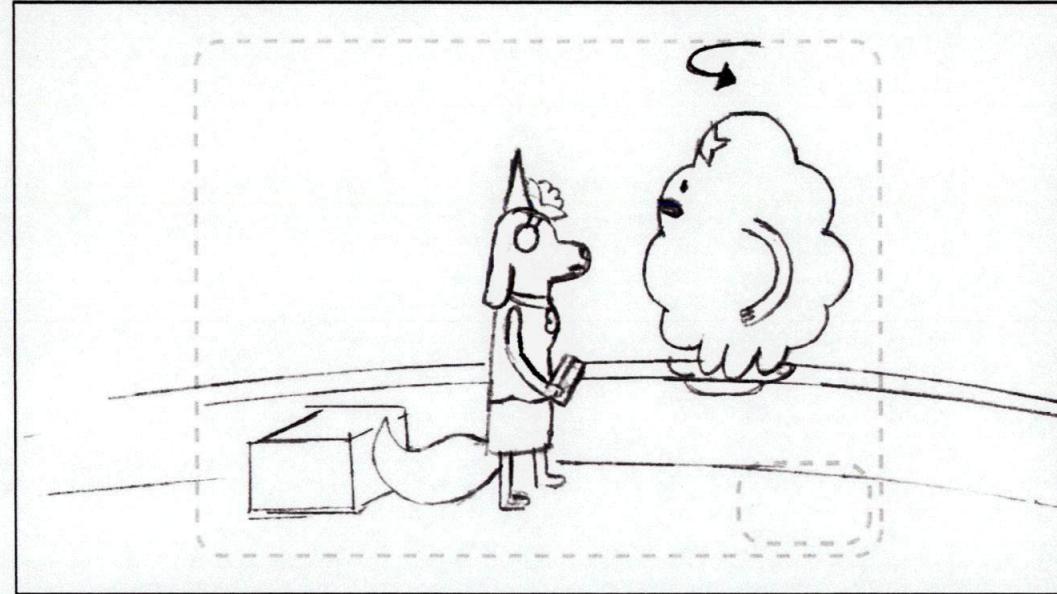
Sc. 53

~~cont~~

Pnl. B

Bg.

day night



Dialog:

LSP: Every ---

Action:

JUN 09 2015

Timing:

Production :

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Sc. 53 *cont*

Pnl. C

Bg.

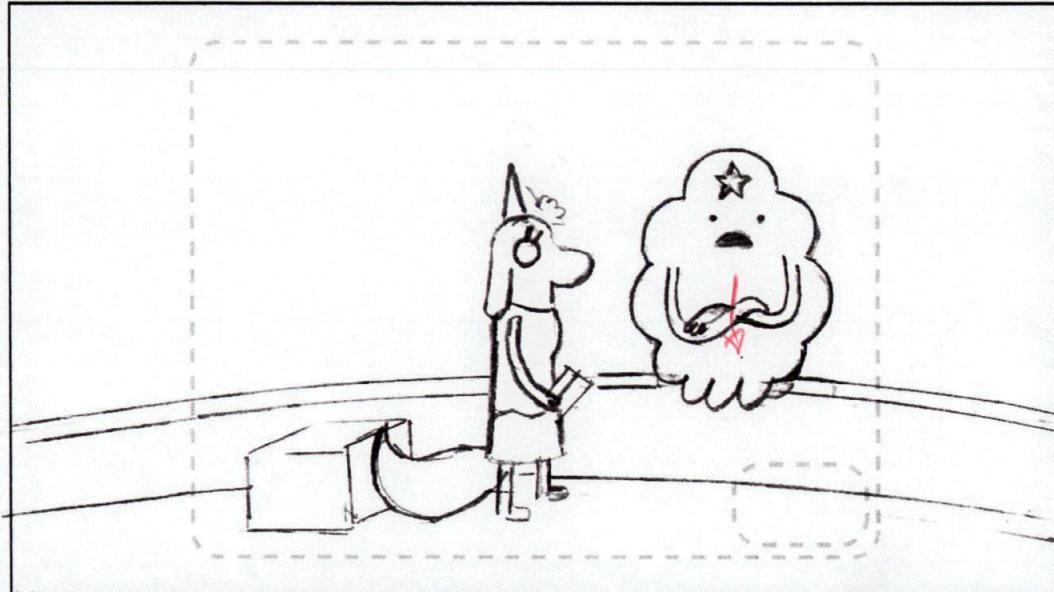
day night

Sc. 53 *cont*

Pnl. D

Bg.

day night



Dialog: LSP: --- element ---

LSP: --- of "Summer Showers" ---

Action: LSP sits on the side of the roof.

LSP starts to become introspective.

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Timing:

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ADVENTURE TIME



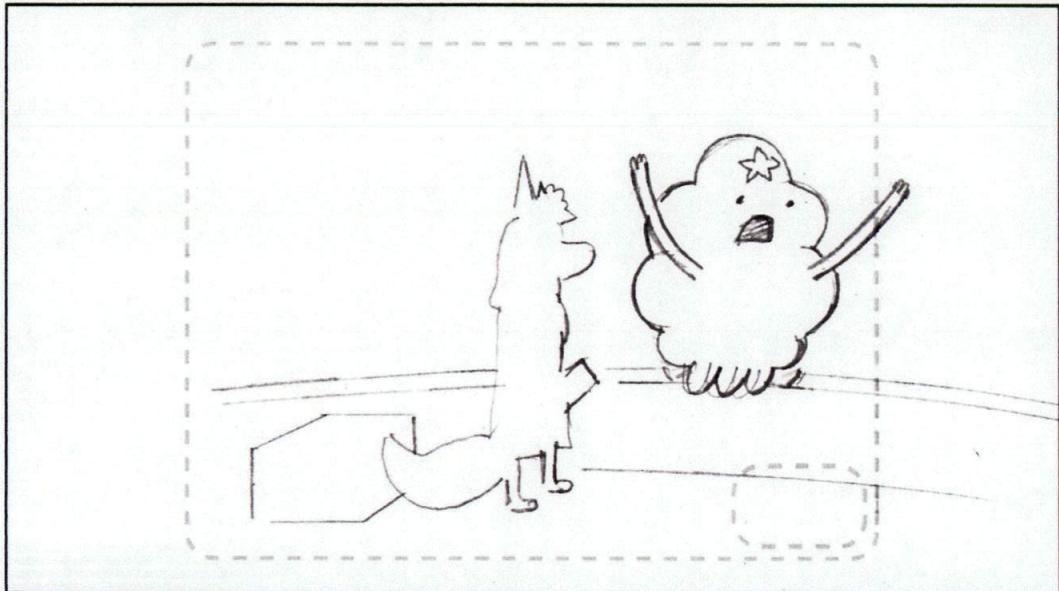
Page 137

Sc. 53 *cont*

Pnl. E

Bg.

day night

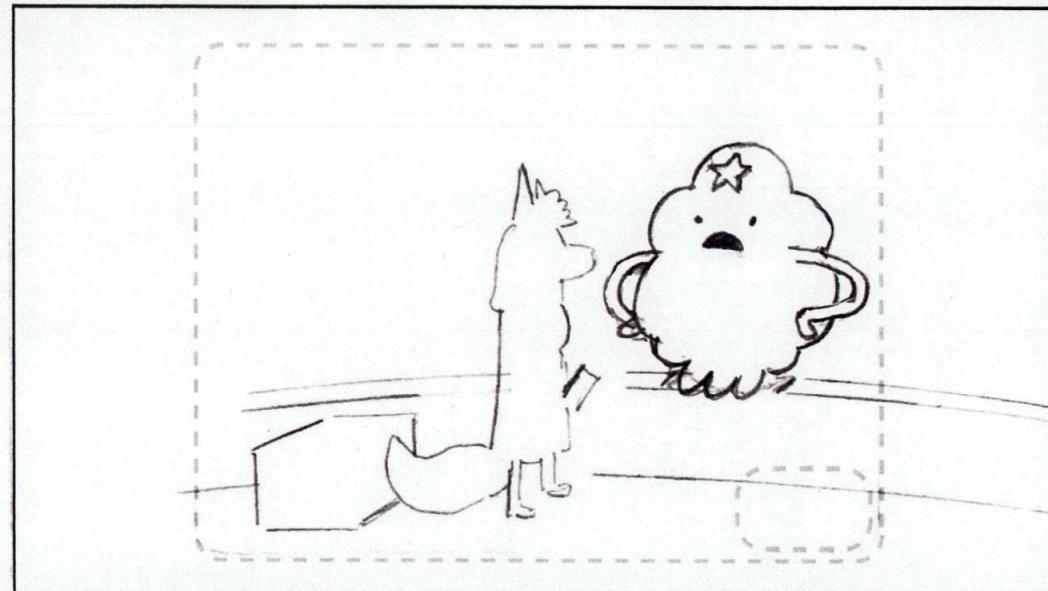


Sc. 53 *cont*

Pnl. F

Bg.

day night



Dialog: LSP: --- has to have class . . .

LSP: You know, I MAY BE A PRINCESS...

Action:

JUN 09 2012

Timing:

Production :

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ADVENTURE TIME



Page 138

Sc. 53 ~~cont~~

Pnl. G

Bg.

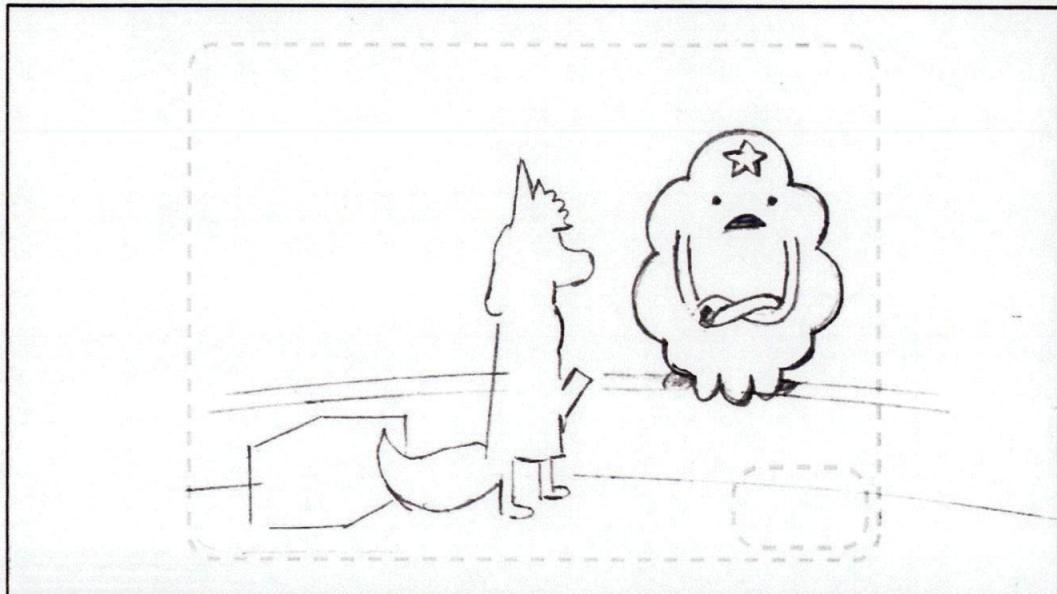
day night

Sc. 53 ~~cont~~

Pnl. H

Bg.

day night

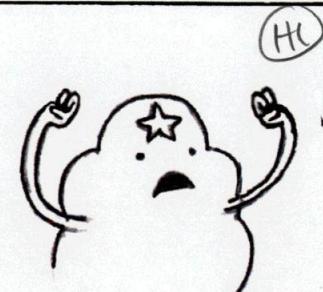


Dialog: LSP: --- but when people meet me, they don't think ---

LSP: --- "princess", HL

Action:

LSP makes "quotation marks" in the air.



JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

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1034/223

ADVENTURE TIME

Sc. 53 *cont* Pnl. I

Bg.

day night

Sc. 53 *cont* Pnl. J

Bg.

day night

**Dialog:**LSP: --- they think ---LSP: --- "Lumpy Space Princess".**Action:** Viola thinks of sitting down. LSP is lost in thought -- kind of talking to herself.

Viola steps toward an old crate, to sit down.

JUN 09 2015

Timing:

Production :

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Page

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ADVENTURE TIME



Page 140

Sc. 53 *cont*

Pnl. K

Bg.

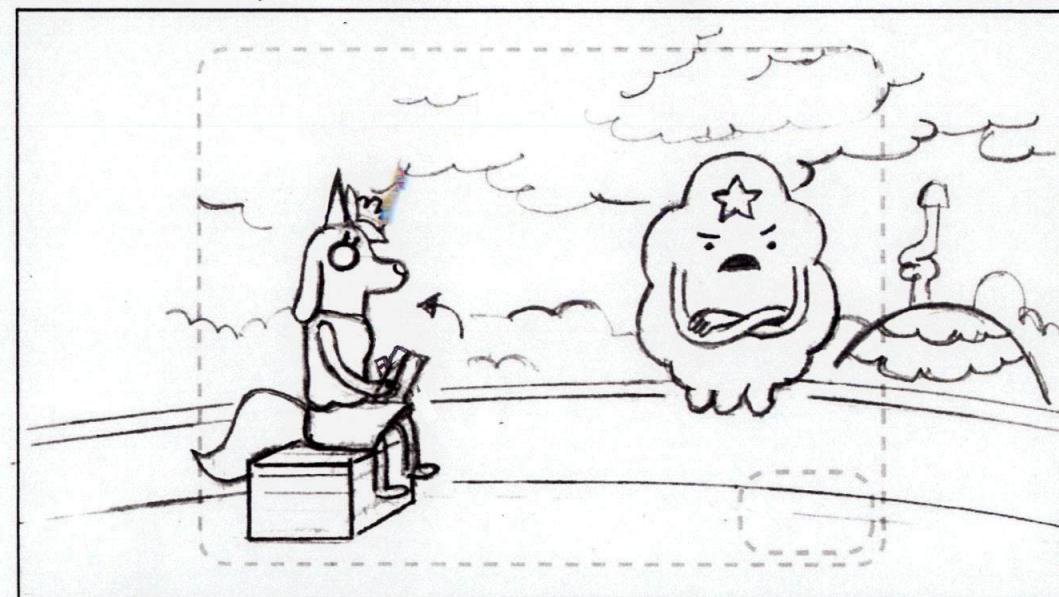
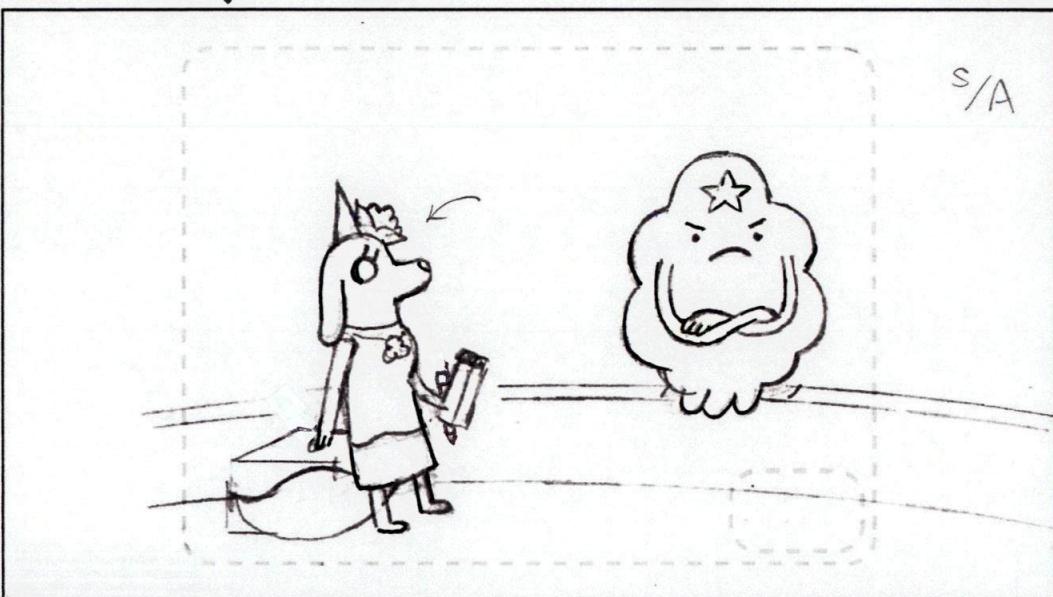
day night

Sc. 53 *cont*

Pnl. L

Bg.

day night



Dialog:

- - -

LSP: "Lumpy SPACE"

Action:

[Viola into sitting down]

[Viola sits down.] LSP is talking, pretty much to herself.

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME

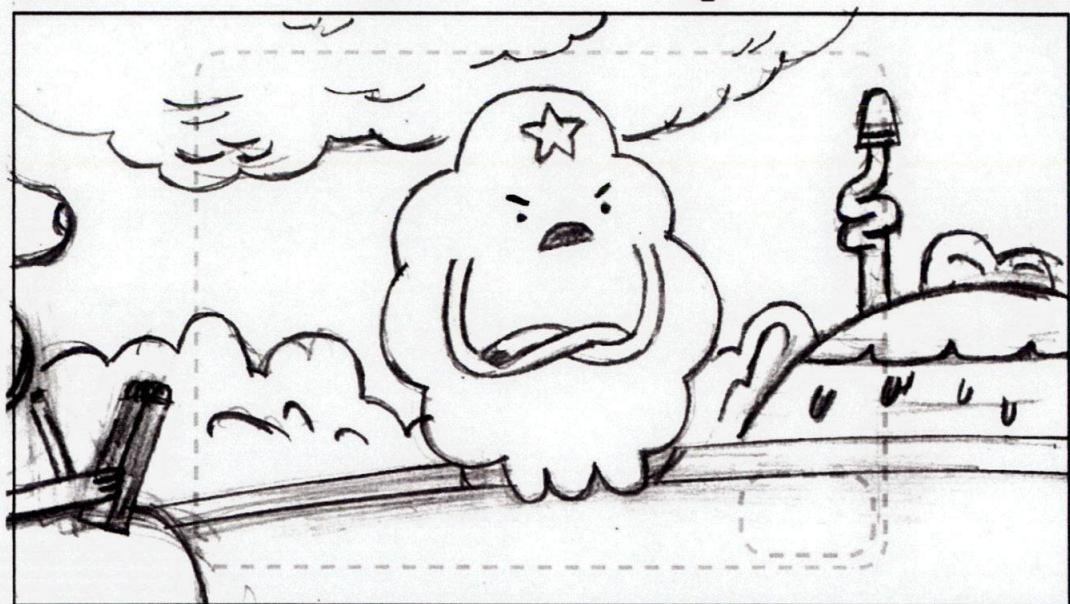
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Page

Sc. 54

Pnl. A

Bg.

day night



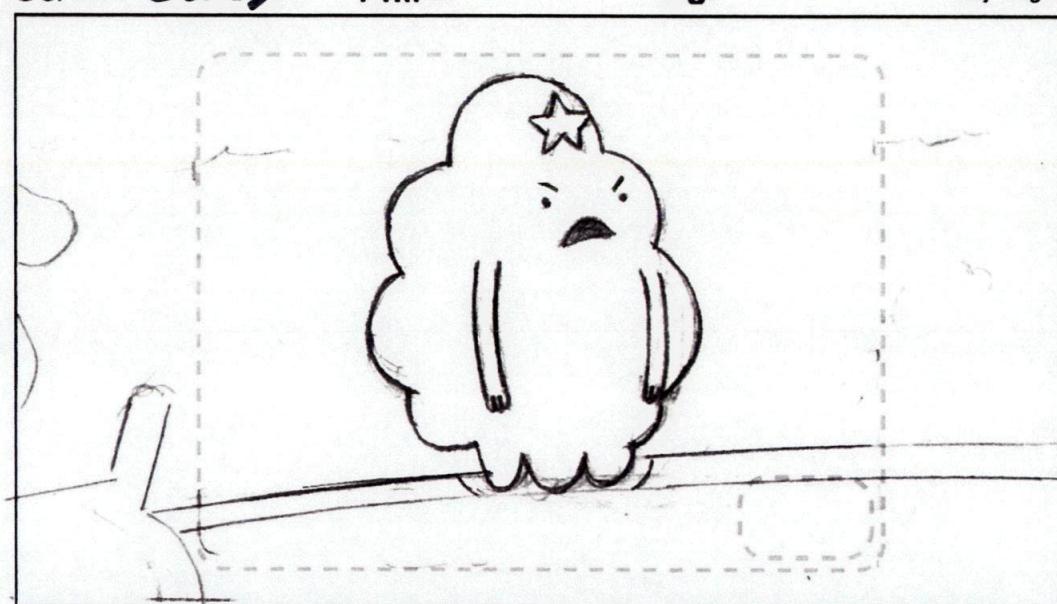
Sc. 54

cont

Pnl. B

Bg.

day night



Dialog:

LSP: I BET If I was "Princess Bubblegum Buns"

LSP: --- or "Sugar Plum Buns Princess"
or something,

Action: On LSP talking, introspectively.

JUN 09 2015

Timing:

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Page _____

Sc. 54 *cont*

Pnl. C

Bg.

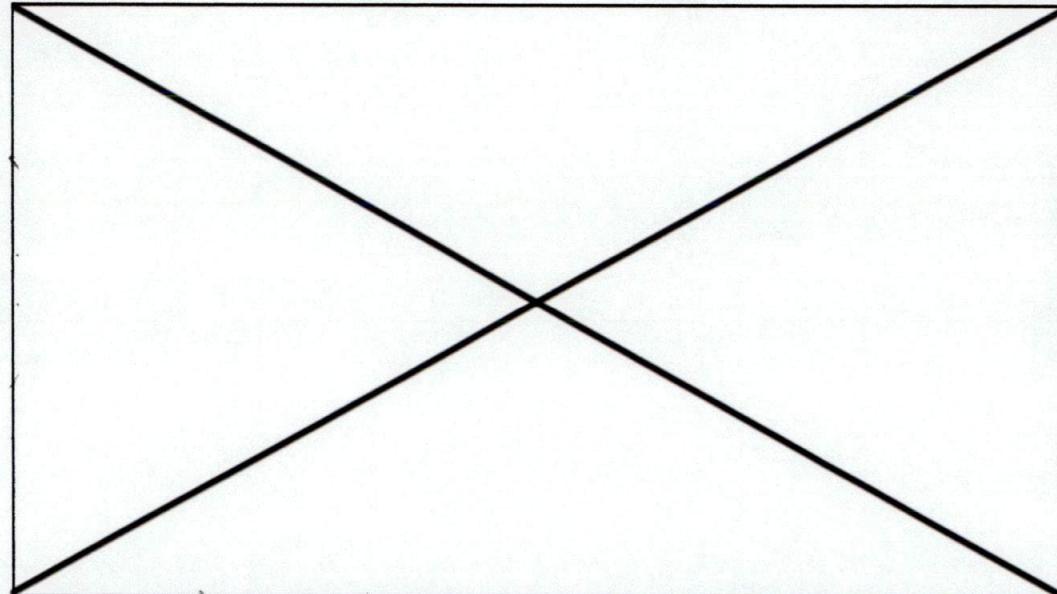
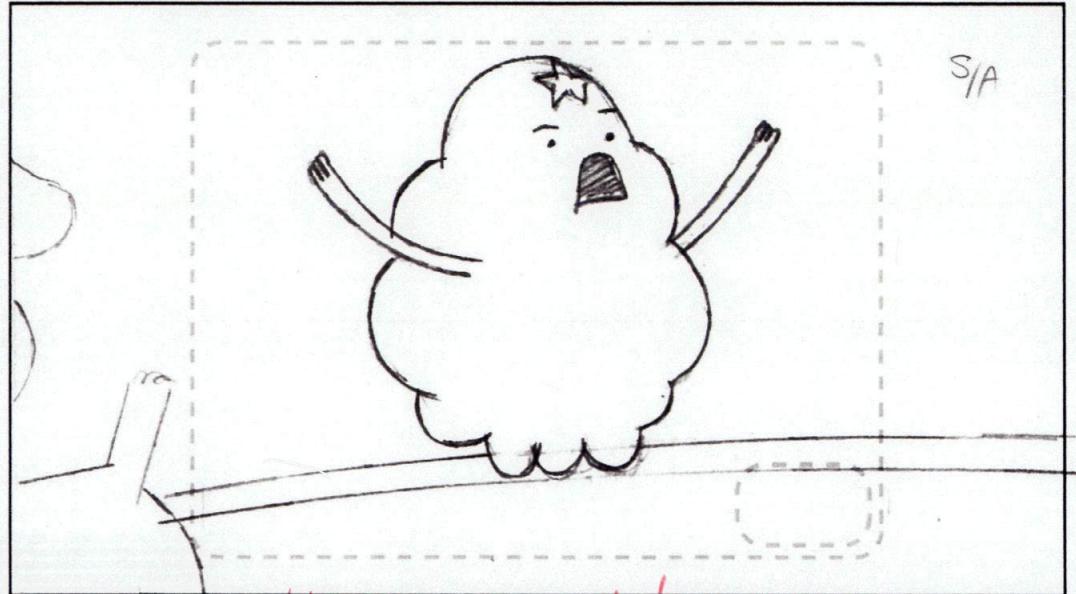
day night

Sc.

Pnl.

Bg.

day night



Dialog:

LSP: ---

Action:

JUN 09 2015

Timing:

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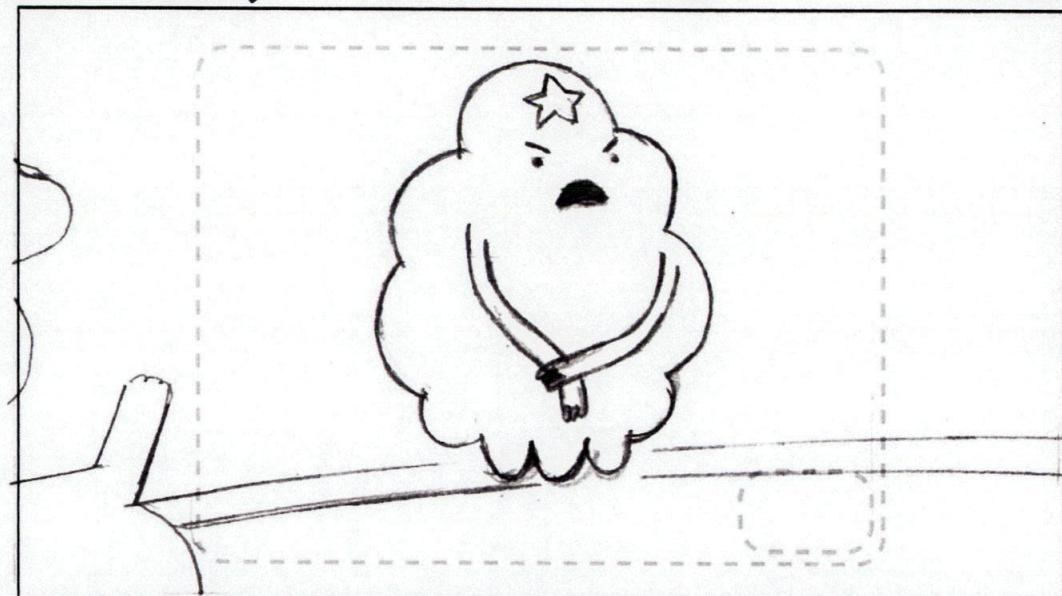
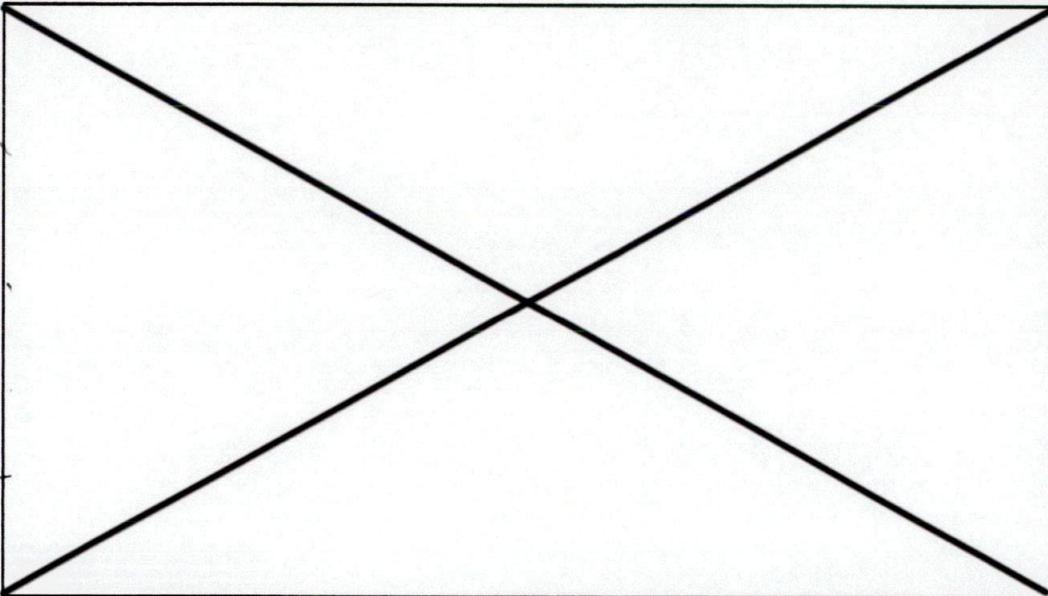
ADVENTURE TIME



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1034/223

Sc. Pnl. Bg. day night Sc. 54 ~~cont~~ Pnl. D Bg. day night



Dialog:

USP Different

Action:

Timing:

JUN 09 201^F

Production :

ADVENTURE TIME



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Sc. 54 ~~cont~~

Pnl. E

Bg.

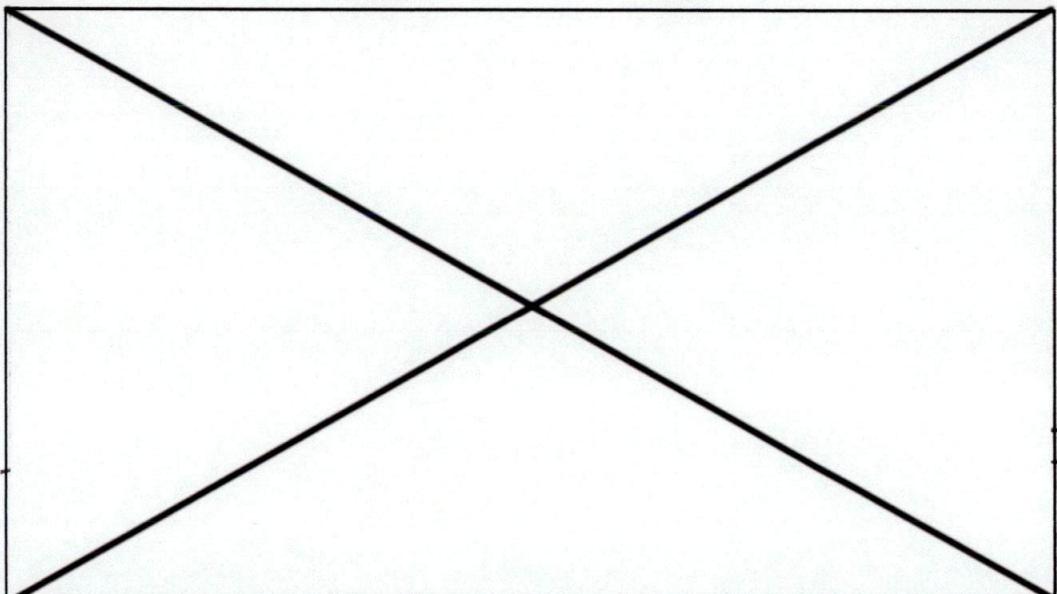
day night

Sc.

Pnl. .

Bg.

day night



Dialog: LSP: They have absolutely no imagination!

Action: LSP into a contemptuous pose.

LSP into another pose, more extreme.

JUN 09 2016

Timing:

Production :

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ADVENTURE TIME



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Sc.

Pnl.

Bg.

day night

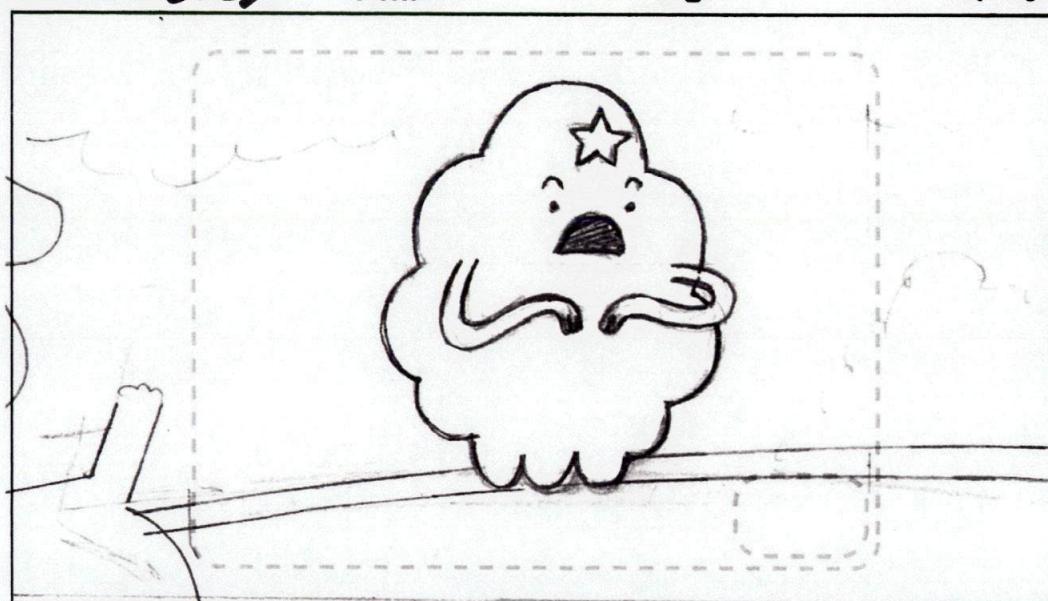
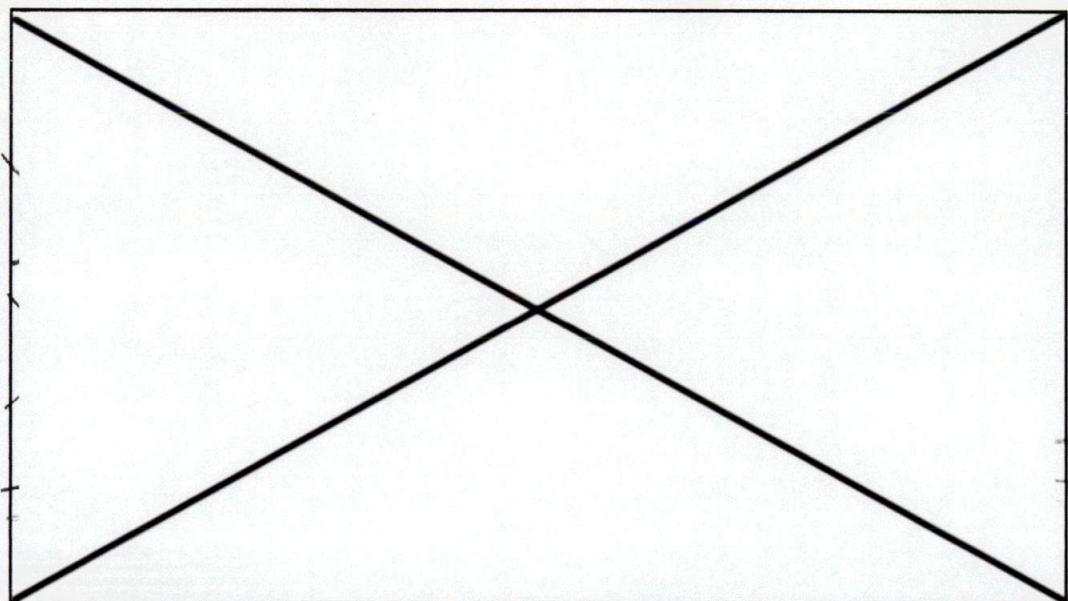
Sc. 54

~~cont~~

Pnl. F

Bg.

day night



Dialog:

- - -

LSP: I'm the one who has imagination!

Action:

Pause LSP. Thinking.

LSP gestures toward herself.

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



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day night

Sc. 54 *cont*

Pnl. G

Bg.

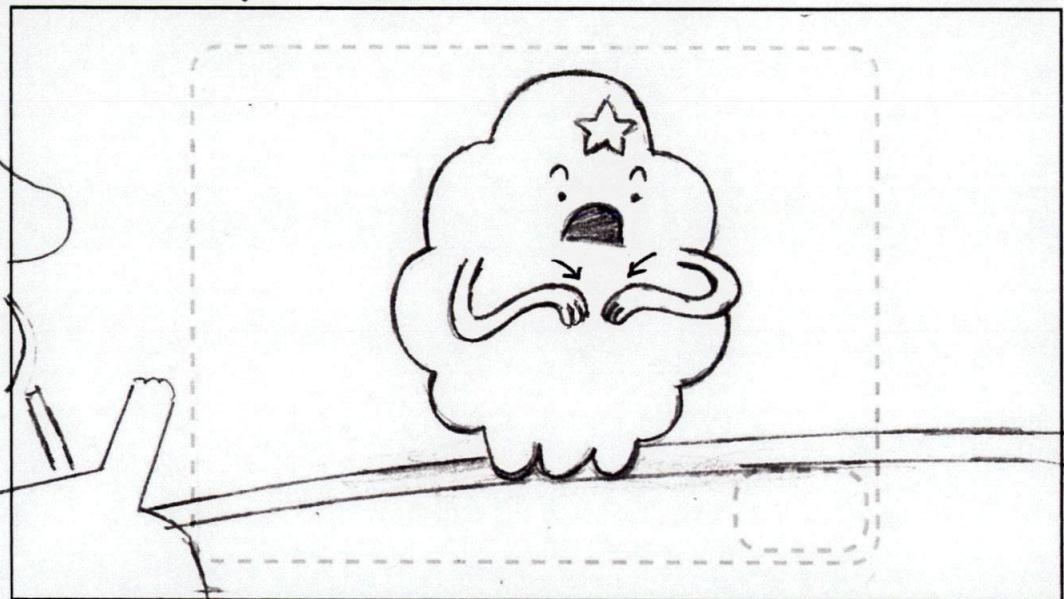
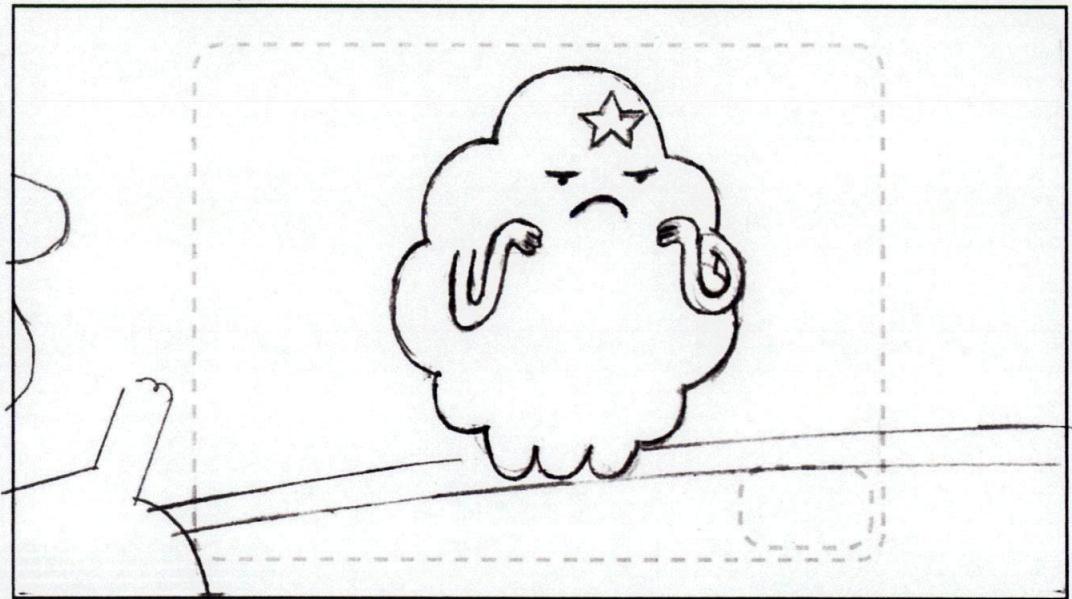
day night

Sc. 54 *cont*

Pnl. H

Bg.

day night



Dialog:

LSP: I'm the one who's special!

Action:

[Antic.]

LSP gestures to herself again.

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



Page 147

Sc. 54 ~~cont~~

Pnl. I

Bg.

day night



Sc. 55

Pnl. A

Bg.

day night



EPISODE # **1034-223**

Production :

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Dialog:

Action: LSP leans on one arm. Now she is trying to think positive.

On Viola, listening to LSP.

JUN 09 2015

Timing:

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ADVENTURE TIME



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Page _____

Sc. 56

Pnl. A

Bg.

day night



Sc. 56

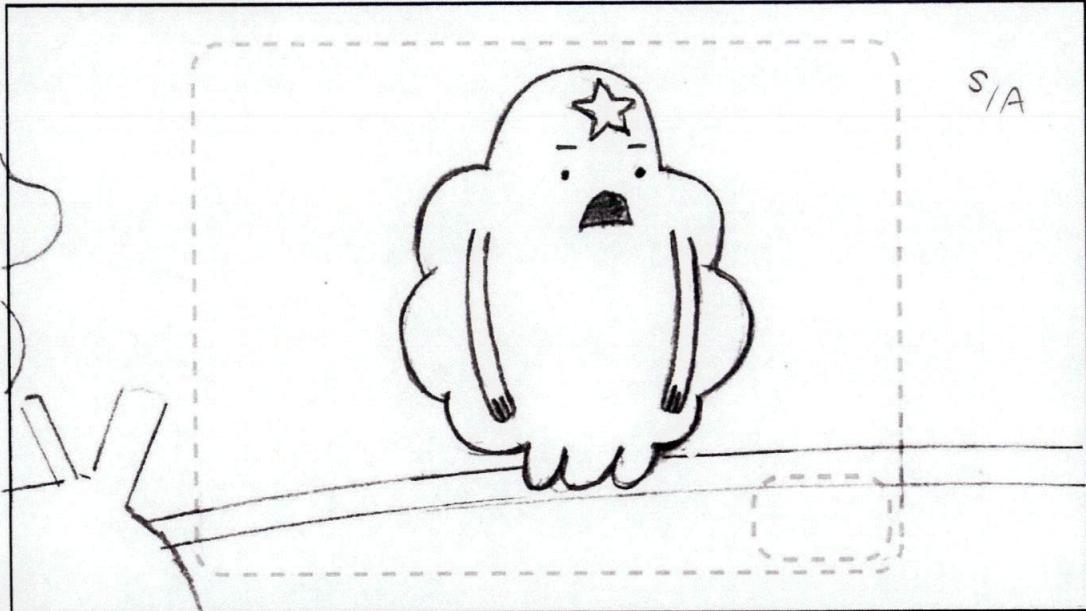
~~cont~~

Pnl. B

Bg.

day night

S/A



Dialog:

LSP: I think my play will prove that - - -

LSP/ [sigh]

Action:

JUN 09 2015

Timing:

Production :

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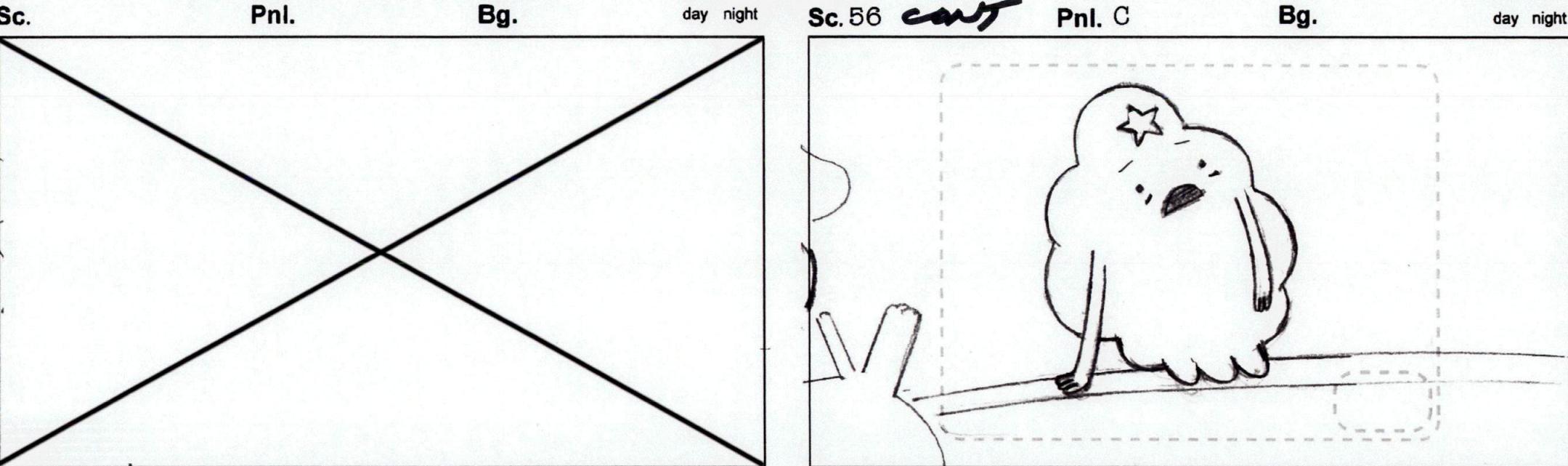


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EPISODE #

Production :



Dialog:

LSP: Sigh ...

Action:

LSP returns to leaning on one arm.

JUN 09 2015

Timing:

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ADVENTURE TIME



Page 150

Sc. 56 *cont* Pnl. D

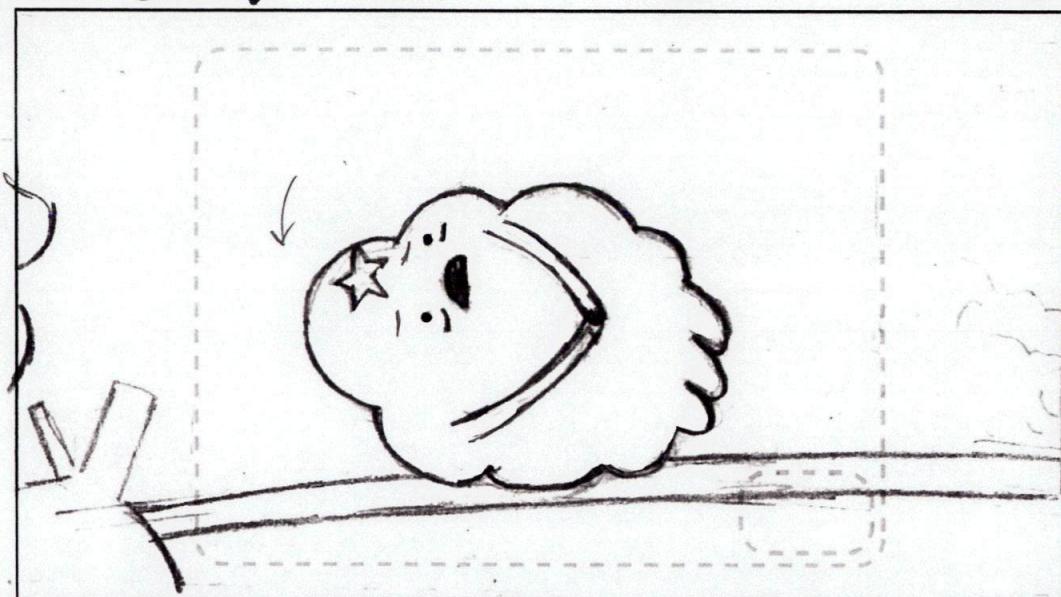
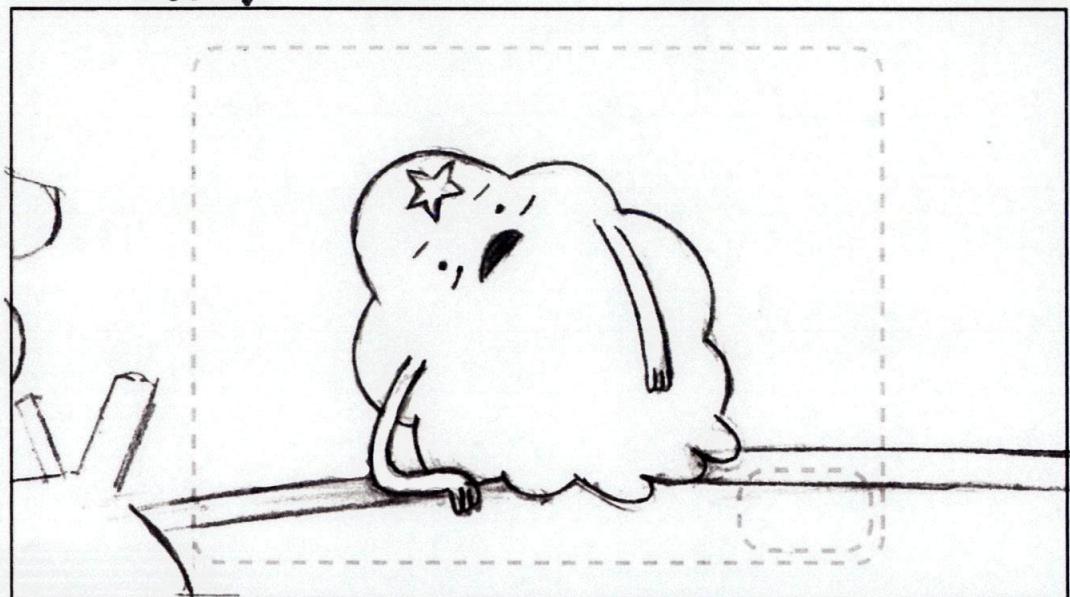
Bg.

day night

Sc. 56 *cont* Pnl. E

Bg.

day night



Dialog:

LSP: I

I'VE had a really
LIFE

LSP: ---

crommy. LIFE

Action: LSP is lost in thought, begins to lie down.

JUN 09 2015

Timing:

Production :

1034/223

ADVENTURE TIME



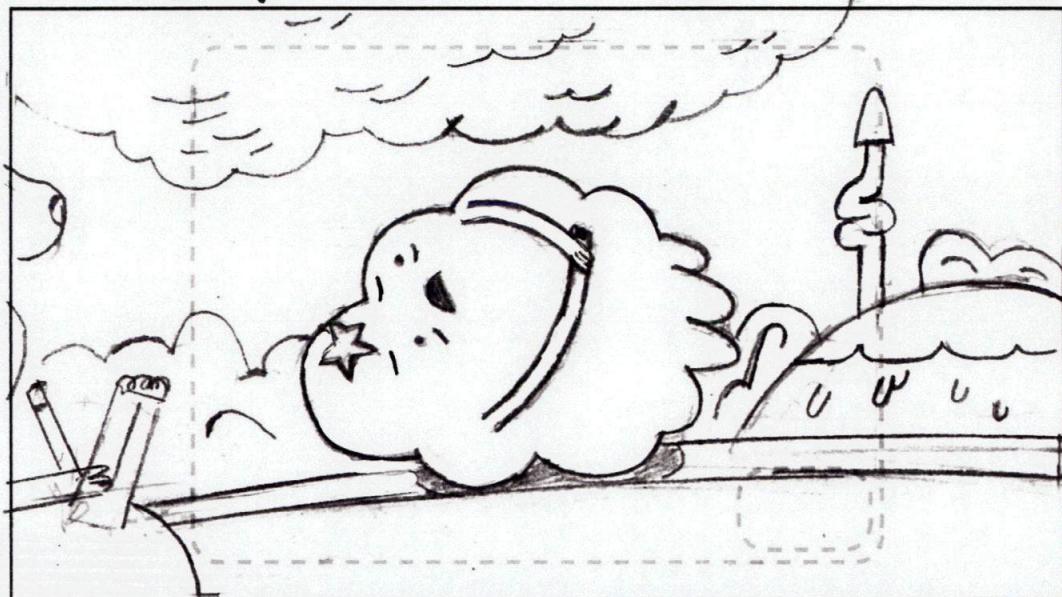
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Sc. 56 *cont* Pnl. F

Bg.

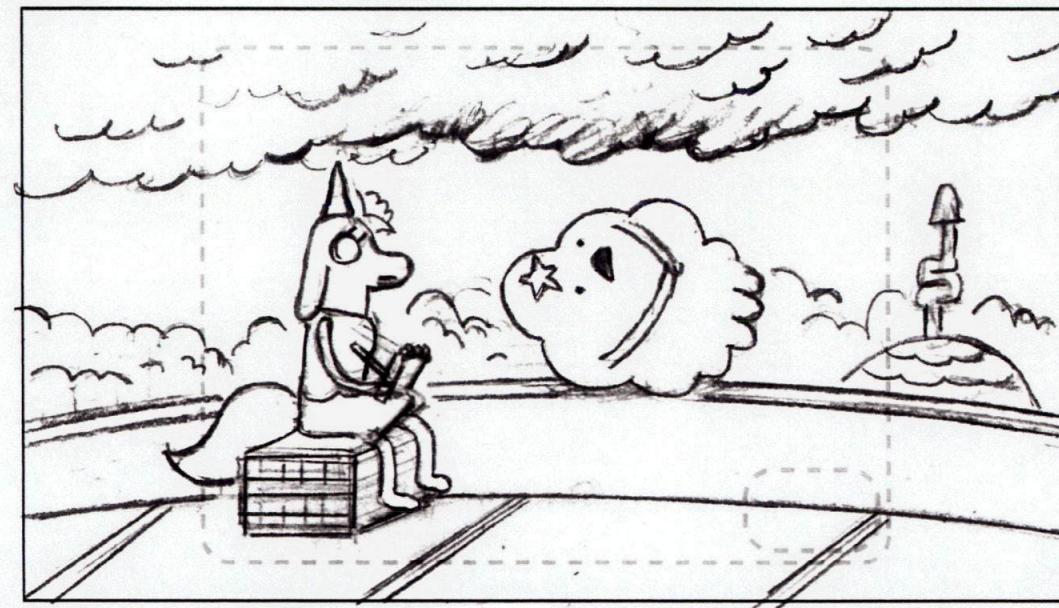
day night



Sc. 57

Pnl. A

day night



Dialog:

LSP: ---

everything was okay when
I was a little kid and I could
Just hang out

A.....

Timing:

LSP: ---

by MYSELF and make up
little games

Cut back to reveal that the scene looks like a
psychiatrist and patient.

JUN 09 2014

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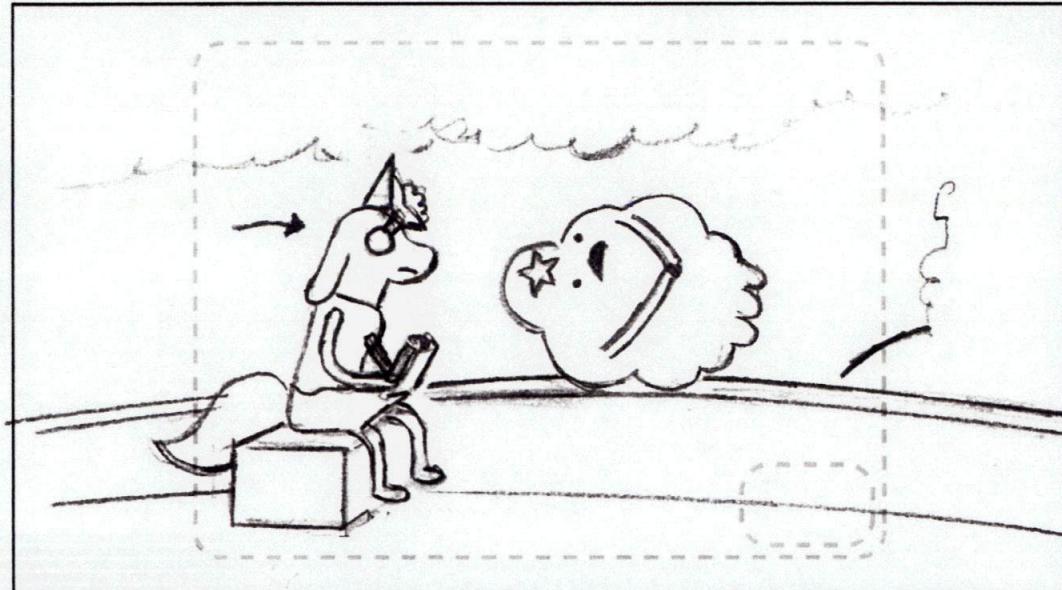
ADVENTURE TIME



Sc. 57 *cont* Pnl. B

Bg.

day night

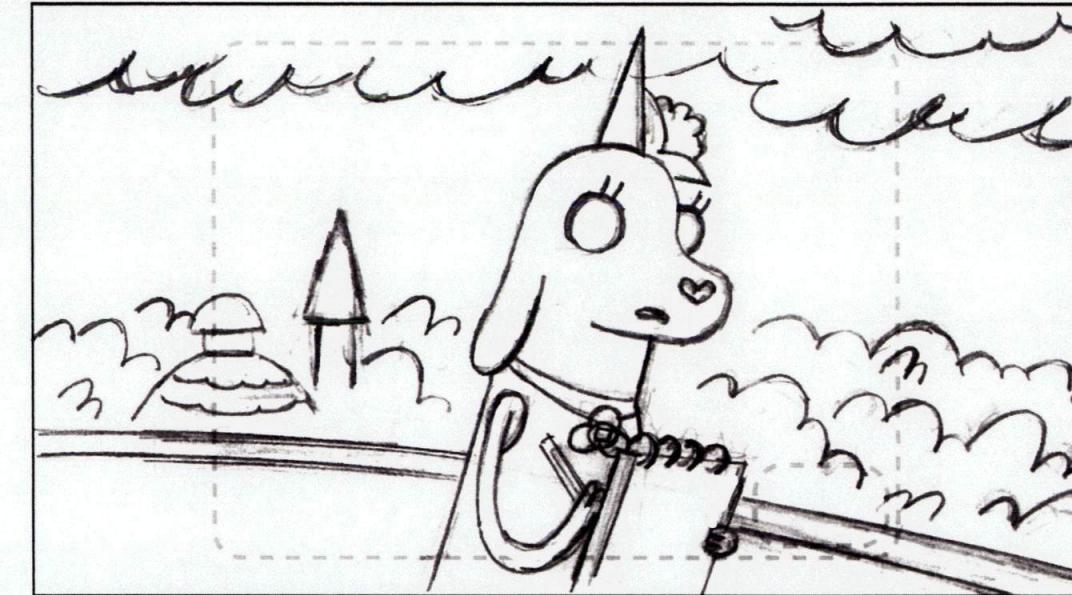


Sc. 58

Pnl. A

Bg.

152
Page NO PG 153
day night



Dialog:

Viola: Have you tried talking about this to anyone else? --

Action:

Viola leans forward to say something.

JUN 09 2015

Timing:

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Production :

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Sc. 59

Pnl. A

Bg.

day night

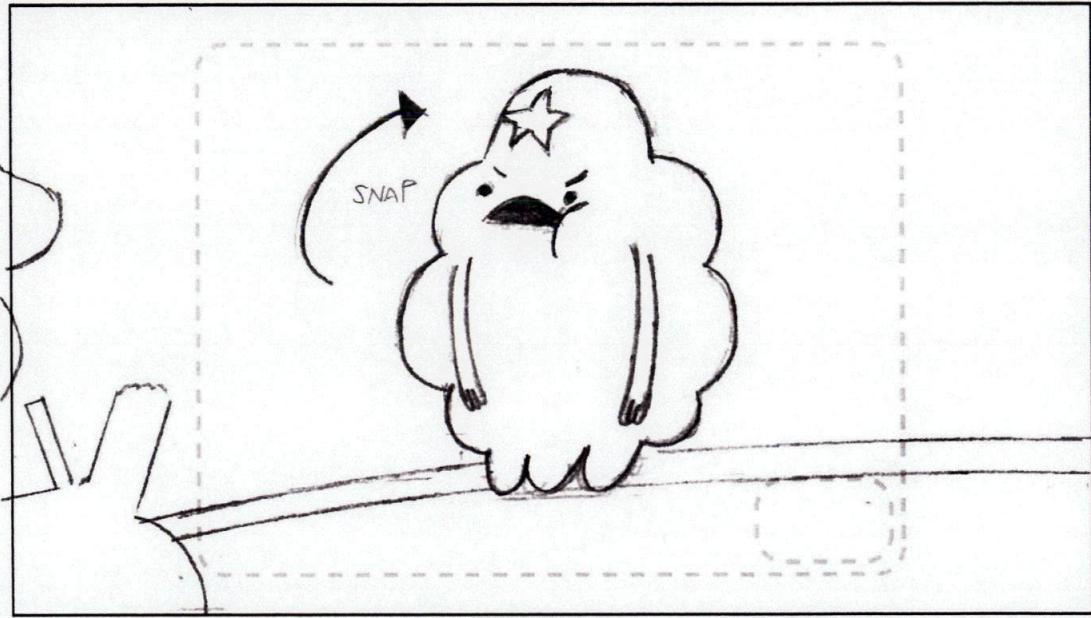
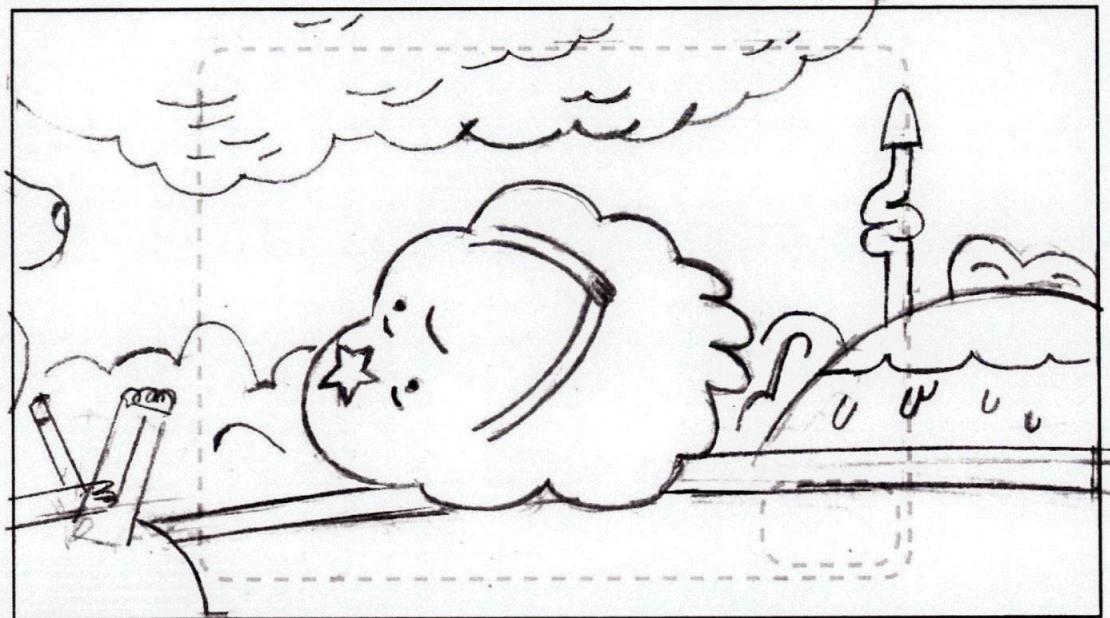
Sc. 59

cont

Pnl. B

Bg.

day night



Dialog:

LSP: No!

Action: LSP snaps out of her mood of introspection.

LSP turns to talk to Viola (impatiently).

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



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Page

1034/223

Sc. 59 ~~cont~~ Pnl. C Bg. day night Sc. 59 ~~cont~~ Pnl. D Bg. day night



Dialog:

LSP: It's part of your job!

Action:

(Rain is starting to come down.)

JUN 09 2015

Timing:

Production :

1034/223

ADVENTURE TIME



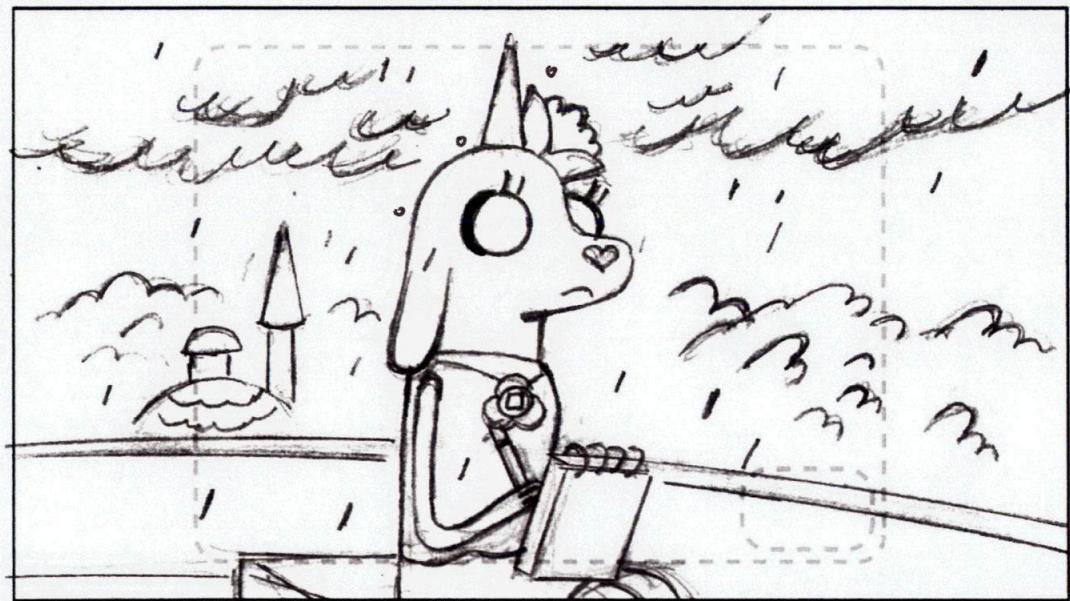
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Page

Sc. 60

Pnl. A

Bg.

day night



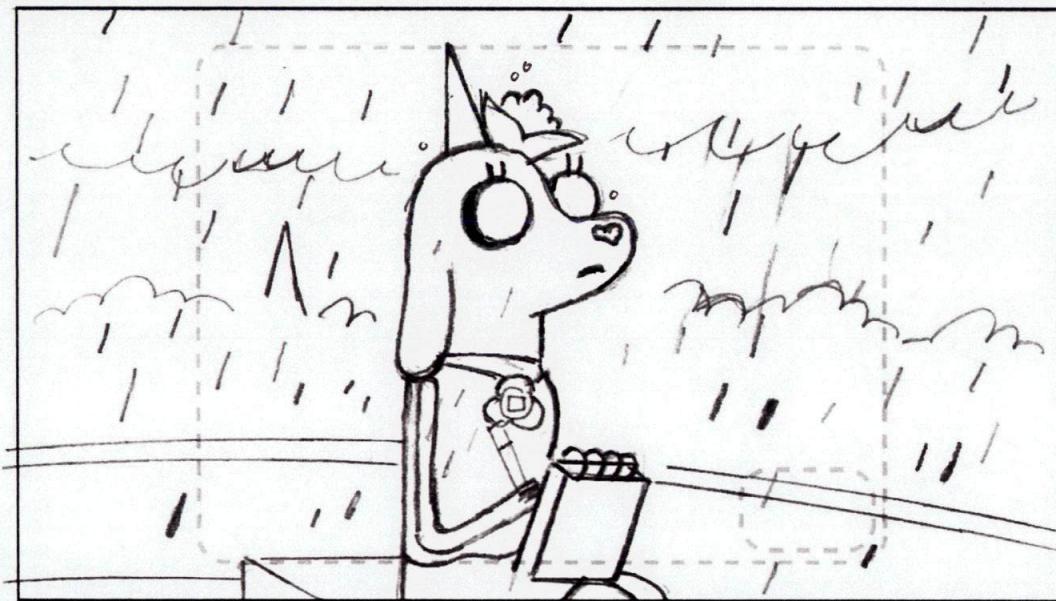
Sc. 60

~~cont~~

Pnl. B

Bg.

day night



Dialog:

Action: Viola notices that it's starting to rain.

JUN 09 2015

Timing:

1034-223

EPISODE #

Production :

ADVENTURE TIME



Page 157

Sc. 61

Pnl. A

Bg.

day night



Sc. 61

~~cont~~

Pnl. B

Bg.

day night



Dialog:

LSP: You'RE lucky, it's starting to rain..

Action:

[Start pose]

LSP glances up at the sky, while continuing to talk.

JUN 09 2015

Timing:

Production :

1034-223

EPISODE #

1034-223

1034/223

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ADVENTURE TIME



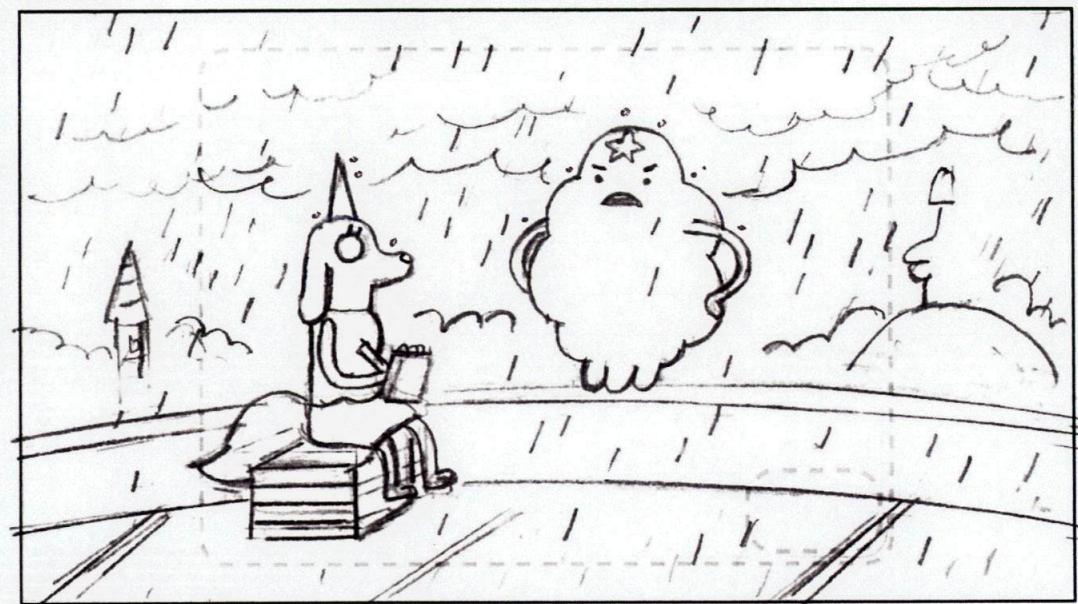
Page 158

Sc. 62

Pnl. A

Bg.

day night



Sc. 62

~~cont~~

Pnl. B

Bg.

day night



Dialog: LSP: Now pay close attention---

LSP: --- to these raindrops,

Action: LSP is looking up a bit, at the rain.

LSP turns to Viola again.

JUN 09 2015

Timing:

Production :

1034-223

EPISODE #

1034/223

ADVENTURE TIME

Page 159Sc. 62 cont Pnl. C

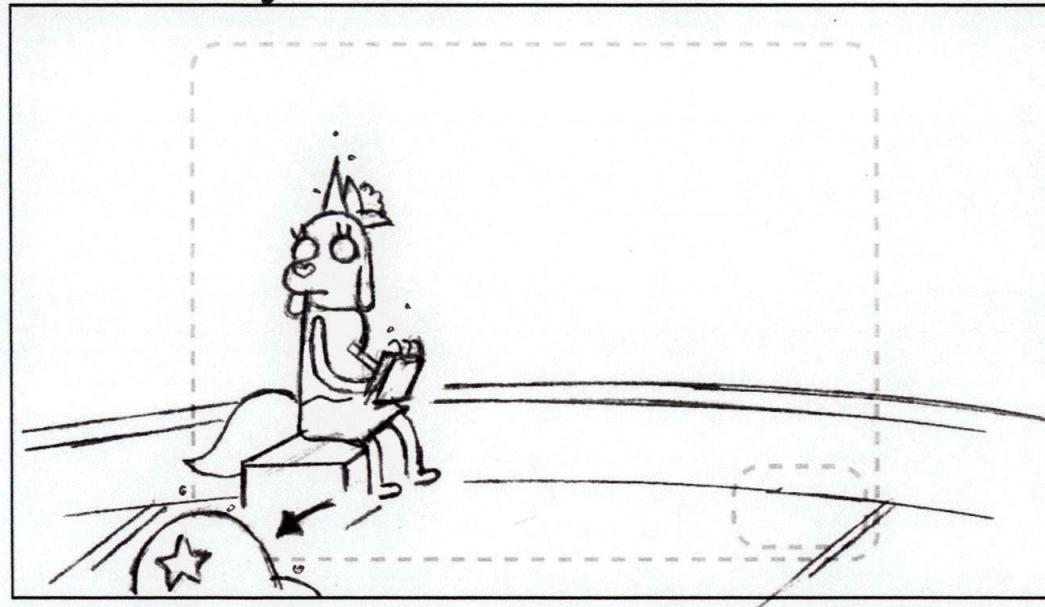
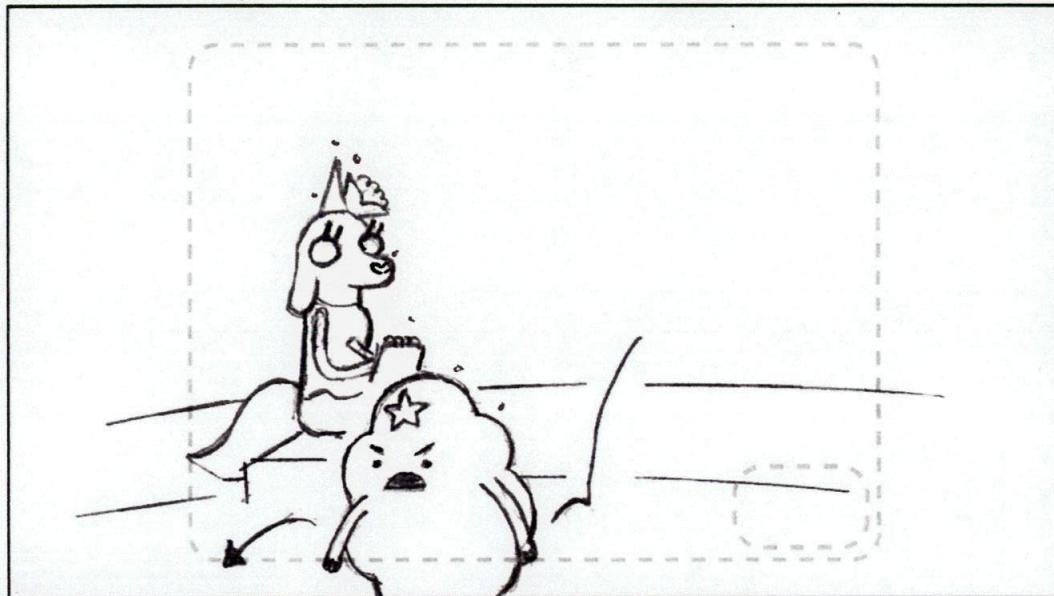
Bg.

day night

Sc. 62 cont Pnl. D

Bg.

day night



Dialog: LSP: --- you should fill the whole sketchbook!

Action:
- LSP exits, leaving Viola to study the rain.

JUN 09 2010

Timing:

Production :

EPISODE # 1034-223

1034/223

1034/223

ADVENTURE TIME



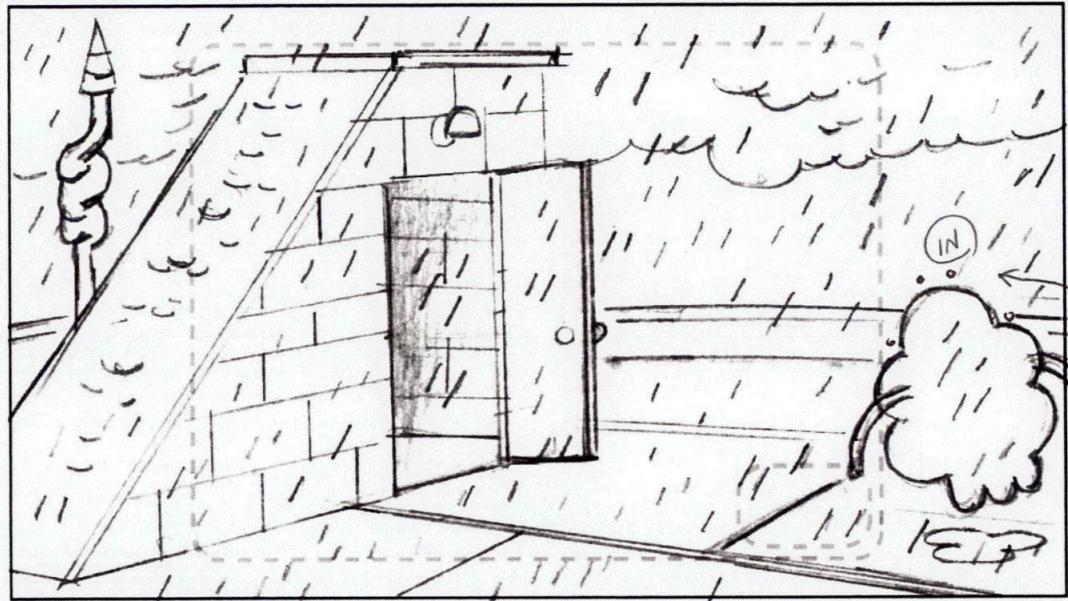
Page 160

Sc. 63

Pnl. A

Bg.

day night

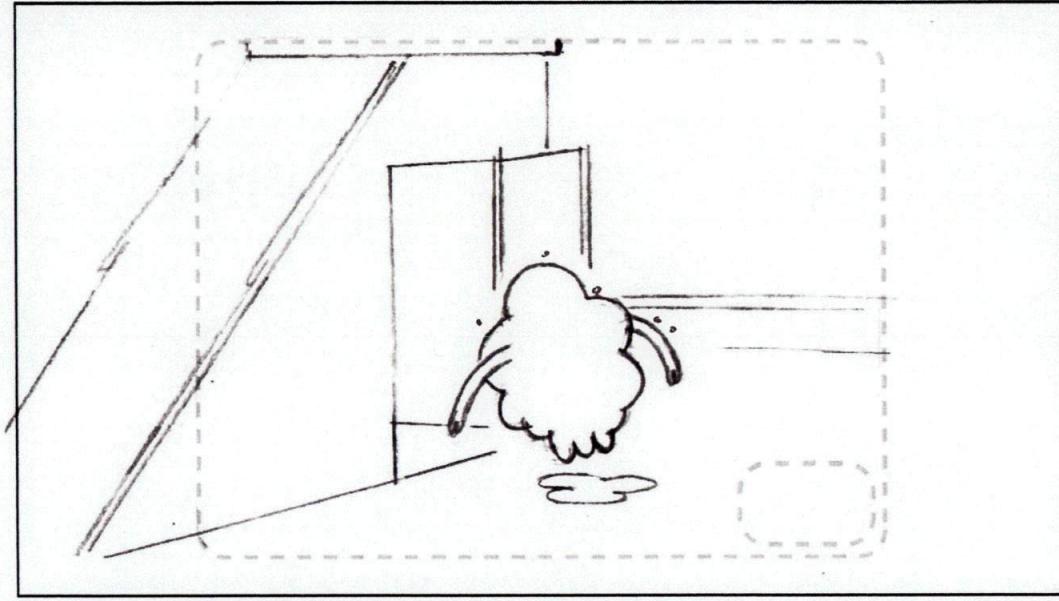


Sc. 63 ~~cont~~

Pnl. B

Bg.

day night



Dialog:

LSP: I want to see some ---

LSP: --- classy raindrops on opening night.

Action:

LSP goes to the rooftop door, still talking to Viola.

JUN 09 2015

Timing:

EPISODE # **1034-223**

Production :

1034/223

ADVENTURE TIME



Page 161

Sc.

Pnl.

Bg.

day night

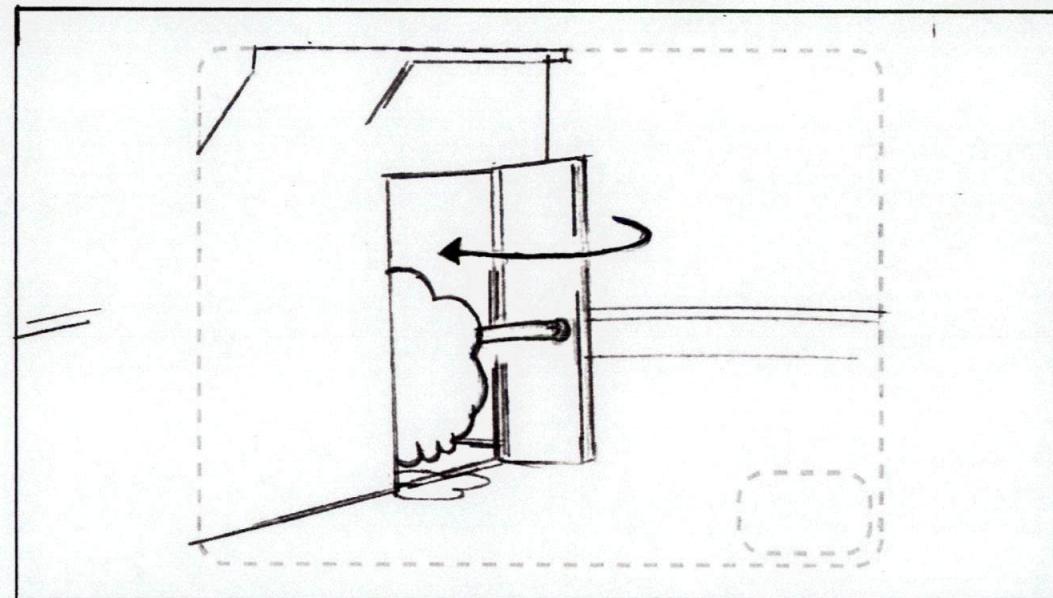
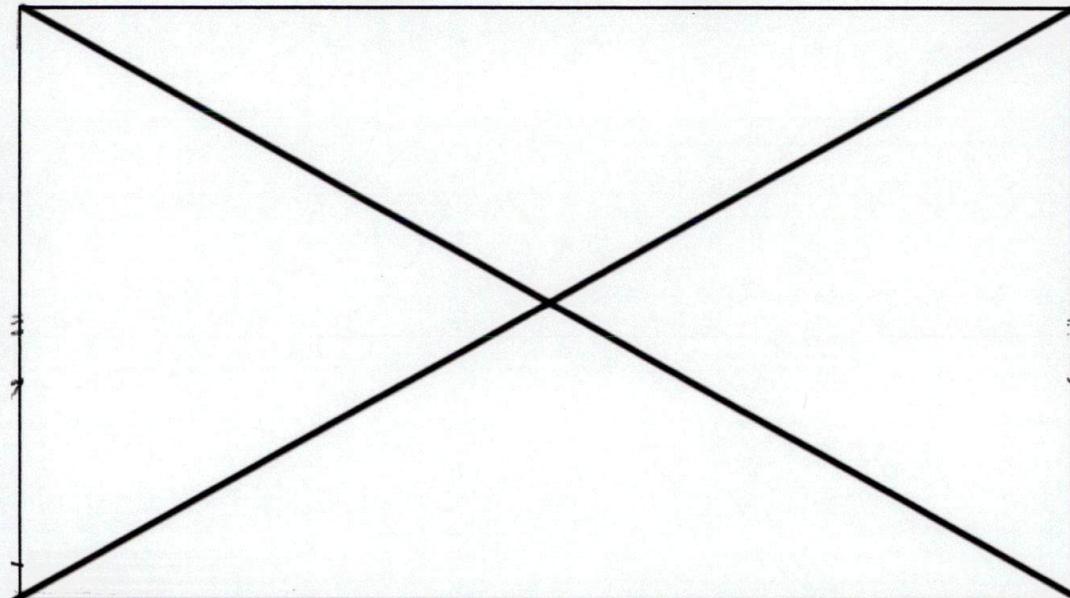
Sc. 63

cont

Pnl. C

Bg.

day night



Dialog:

Action: LSP turns back to Viola, to say a last (impatient) word.

LSP goes into the stairwell, pulling the door closed behind her.

JUN 09 2015

Timing:

Production :

1034-223

1034/223

ADVENTURE TIME

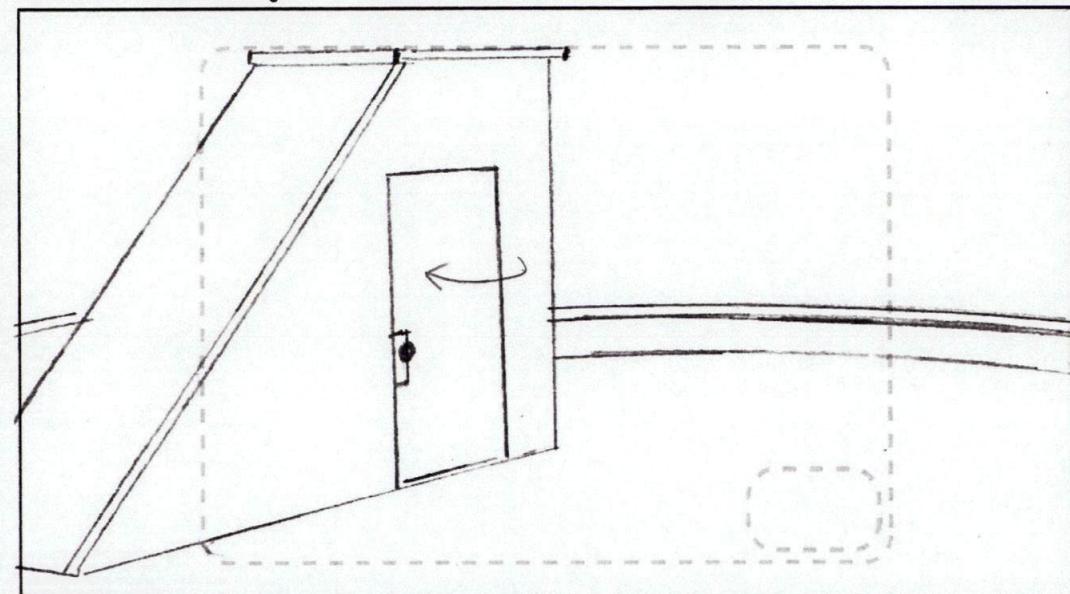


Page 162

Sc. 63 ~~cont~~ Pnl. D

Bg.

day night



Sc. 64

Pnl. A

Bg.

day night

**Dialog:**SFX: Bam! [Door closing]

Ker-chunk. [Door being locked]

Action:

On Viola, looking toward the rooftop door.

JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

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ADVENTURE TIME



Page 163

Sc. 64 *cont*

Pnl. B

Bg.

day night

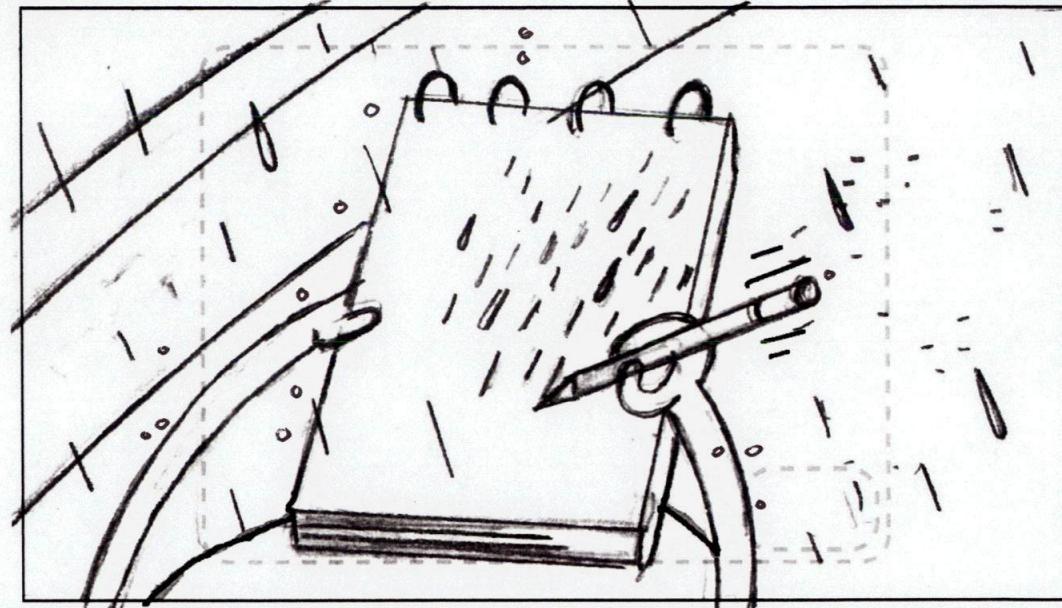


Sc. 65

Pnl. A

Bg.

day night



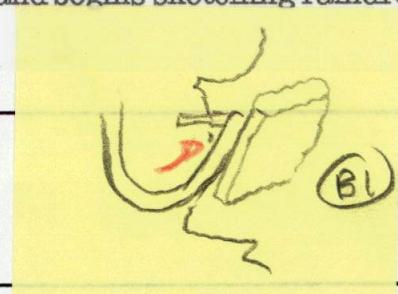
Dialog:

Action: Viola turns to the pad and begins sketching raindrops.

Close on the pad, as Viola sketches various raindrops.

JUN 09 2011

Timing:



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Production :

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1034/223

ADVENTURE TIME



Page 164

Sc. 65 cont

Pnl. B

Bg.

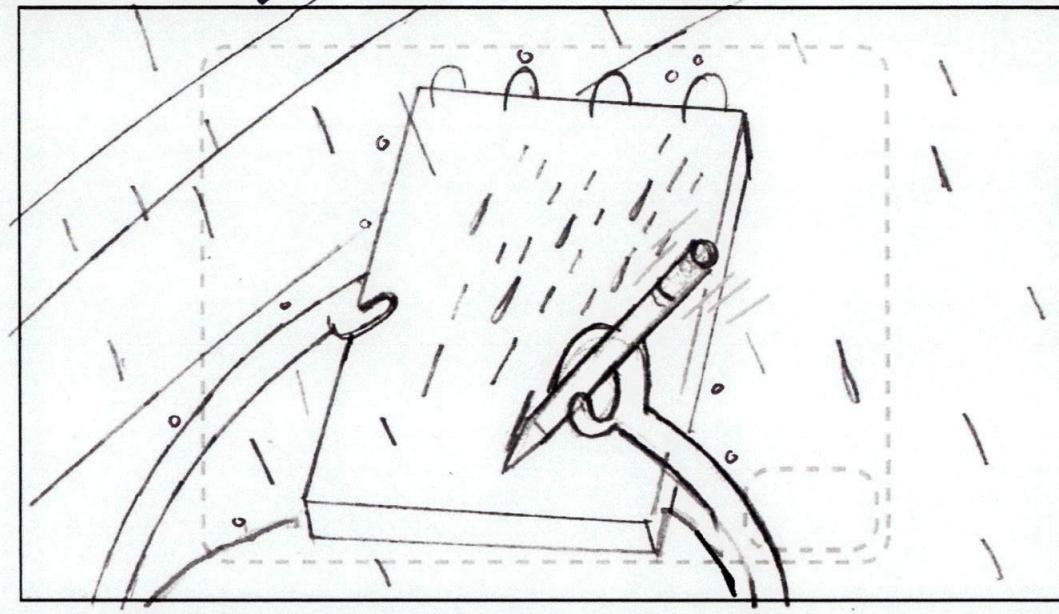
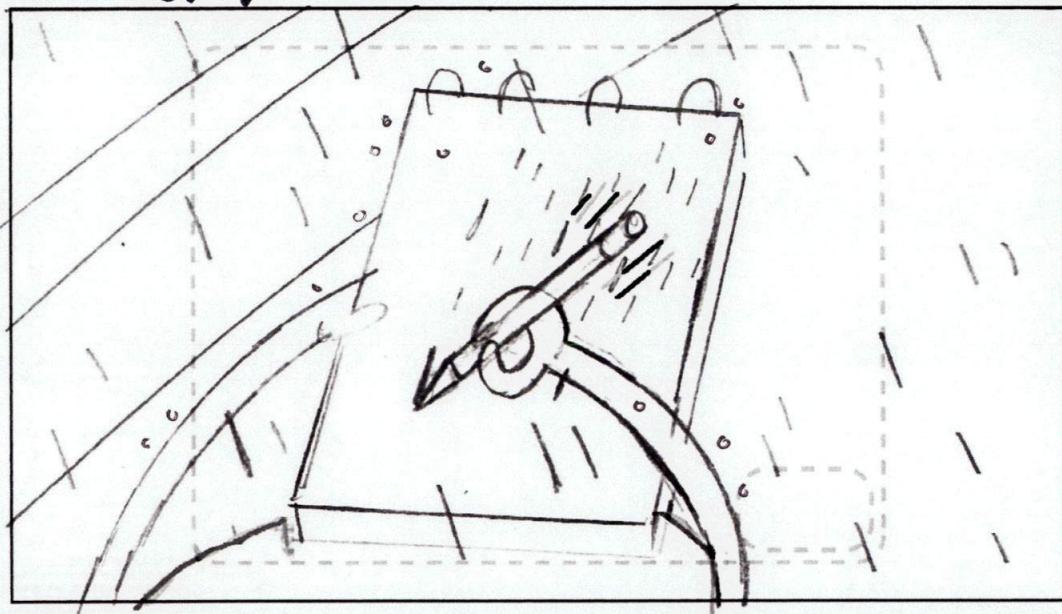
day night

Sc. 65 cont

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

JUN 09 2015

Production :

ADVENTURE TIME

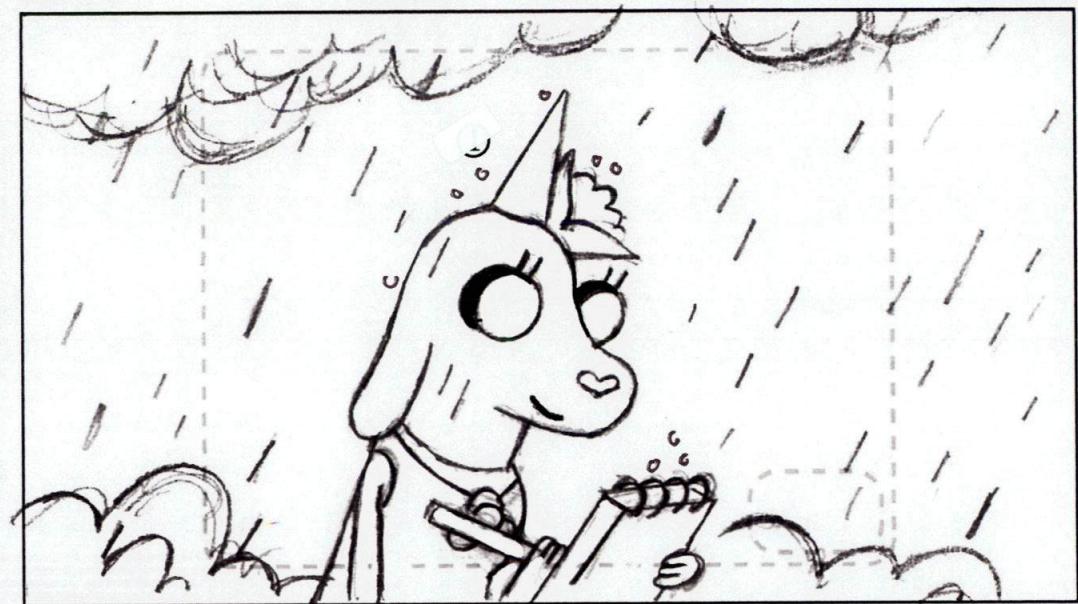


Sc. 66

Pnl. A

Bg.

day night

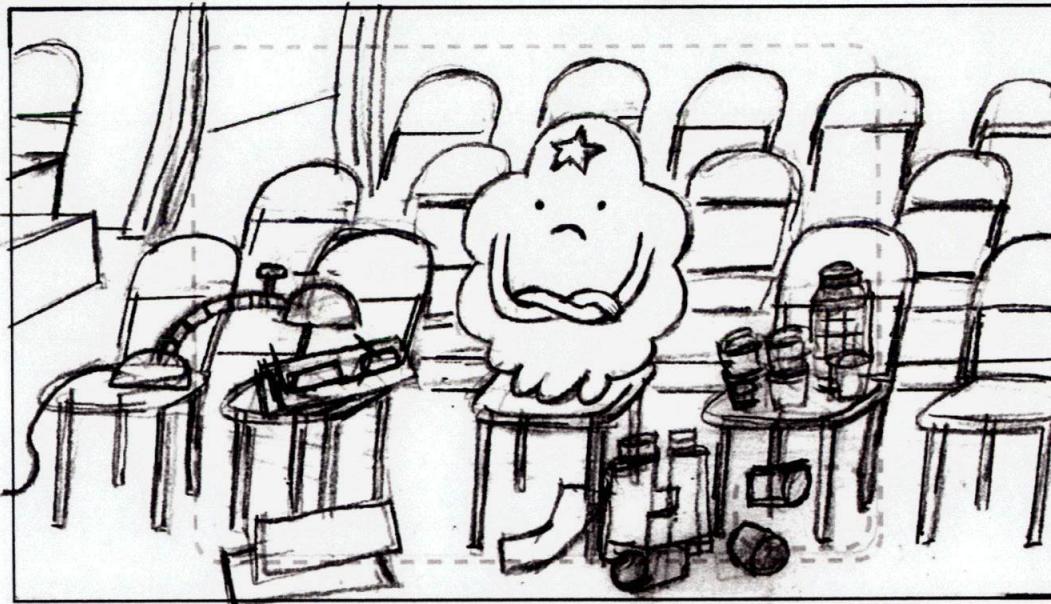


Sc. 67

Pnl. A

Bg.

day night



Dialog:

Tree Trunks (O/S): It's so good to see you, Nigel.

Action: Close on Viola, who is making the best of her situation -- she is enjoying sketching the raindrops.

On LSP, watching the rehearsal again.

JUN 09 2015

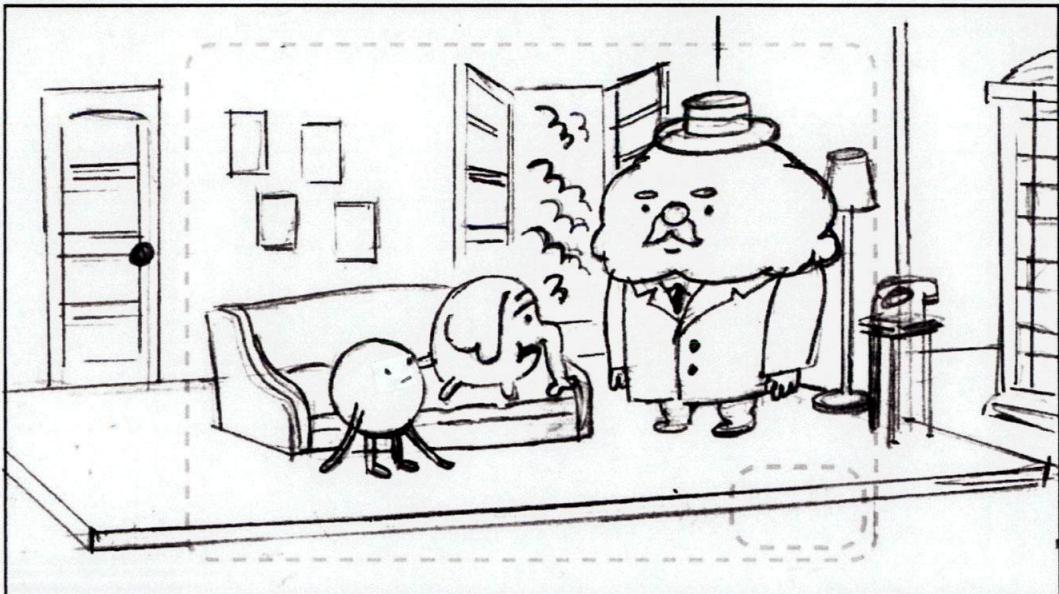
Timing:



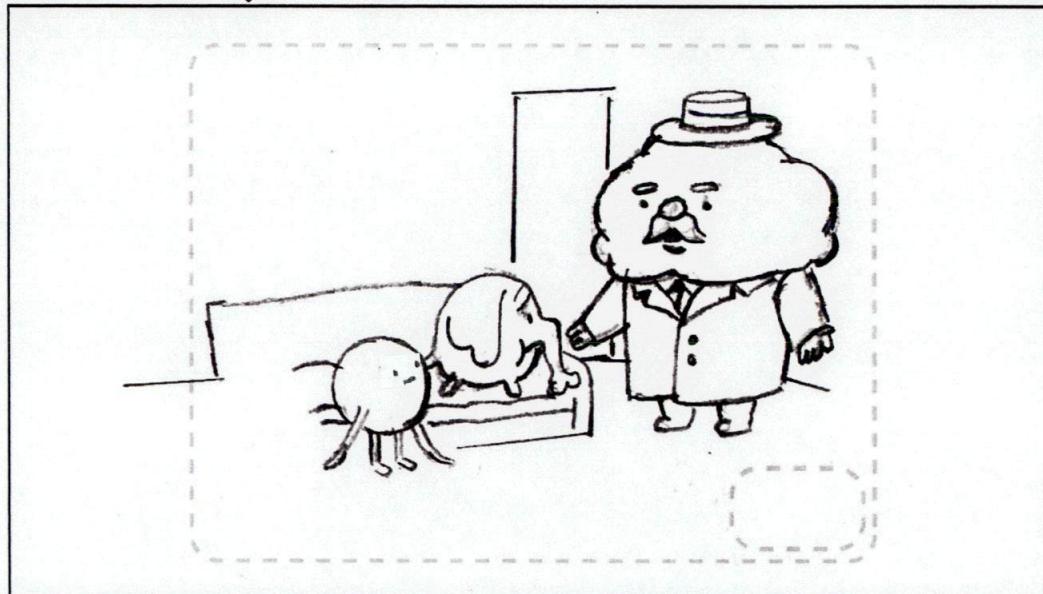
ADVENTURE TIME

Page 166**Sc. 68****Pnl. A****Bg.**

day night

**Sc. 68**~~early~~**Pnl. B****Bg.**

day night

**Dialog:**TT: Let Chelmsford take your overcoat.Mr. C: Very well, Tree Trunks.**Action:**

The actors act awkwardly.

JUN 09 2015

Timing:

EPISODE #

Production :

1034-223

1034/223

ADVENTURE TIME



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Page

Sc. 68 ~~cont~~ Pnl. C

Bg.

day night

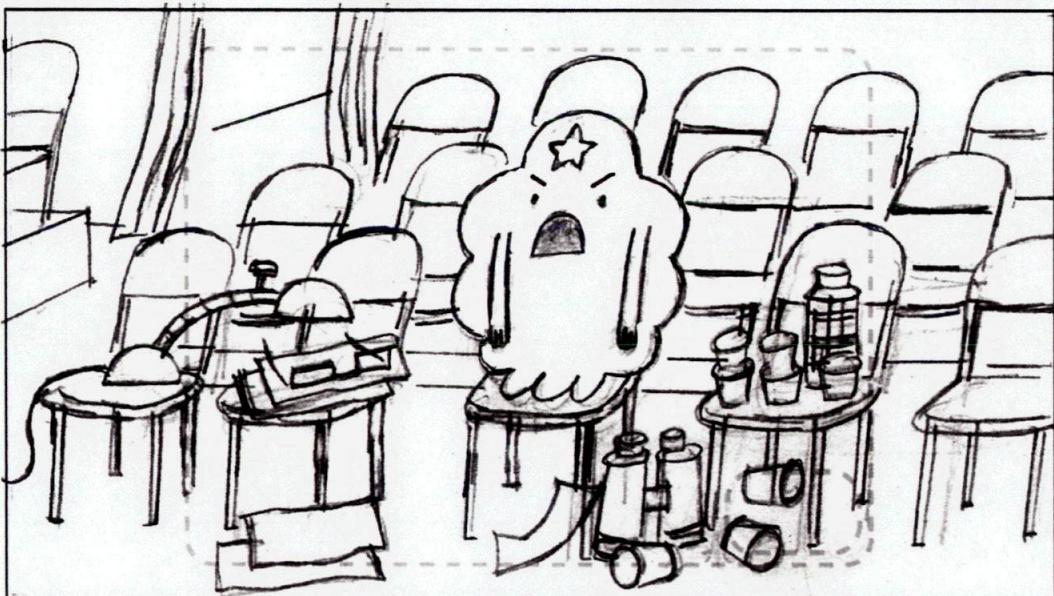


Sc. 69

Pnl. A

Bg.

day night



Dialog:

LSP (O/S): HER NAME ---



LSP: --- IS MIRANDA HOBSON!

Action: Mr. Cupcake looks off-stage to LSP, who is shouting at him.

On LSP, shouting at Mr. Cupcake.

JUN 09 2011

Timing:

Production :

1034-223

EPISODE #

1034 / 223

ADVENTURE TIME



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Page

Sc. 70

Pnl. A

Bg.

day night

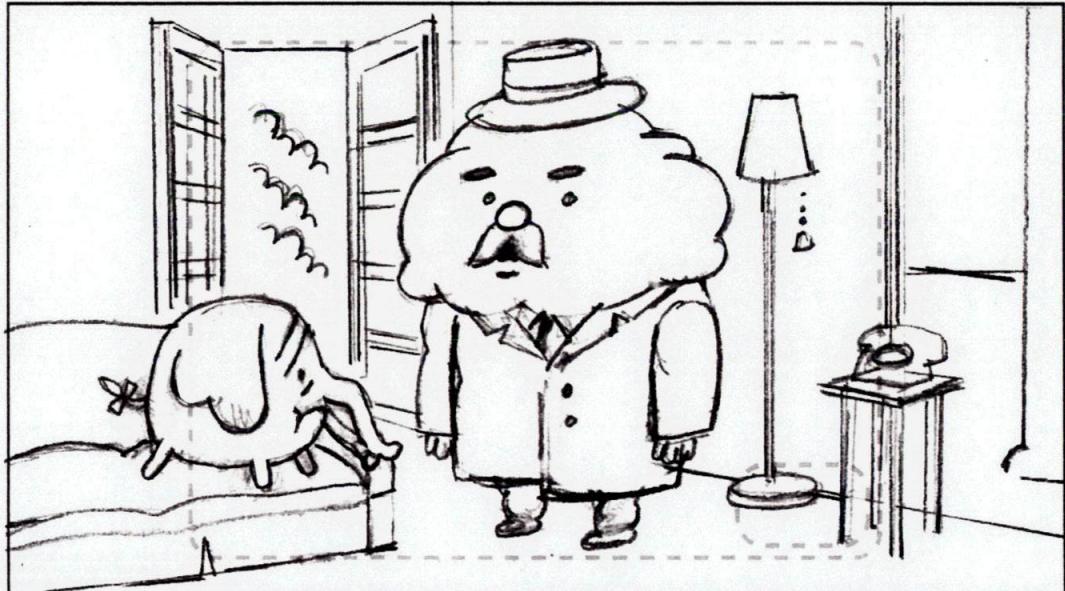
Sc. 70

cont

Pnl. B

Bg.

day night



Dialog:

Mr. C: I don't know ---

Action:

Mr. Cupcake talks to LSP.

JUN 09 2011

Timing:

EPISODE #

Production :

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1034/223

ADVENTURE TIME



NOSC71

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Page

Sc. 70 ~~cont~~ Pnl. C

Bg.

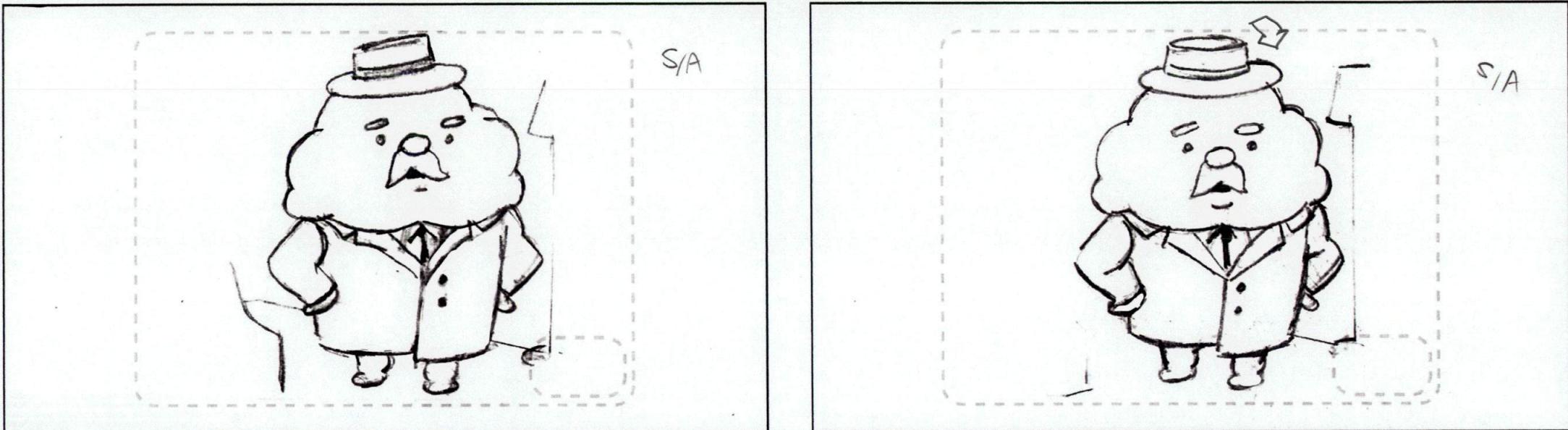
day night

Sc. 70 ~~cont~~

Pnl. D

Bg.

day night



Dialog:

Mr. C: --- if I can call Tree Trunks by that other name.

Mr. C: It seems dishonest.

LSP: (o/s) UGHH [GROAN]

Action:

JUN 09 2015

Timing:

Production :

1034-223

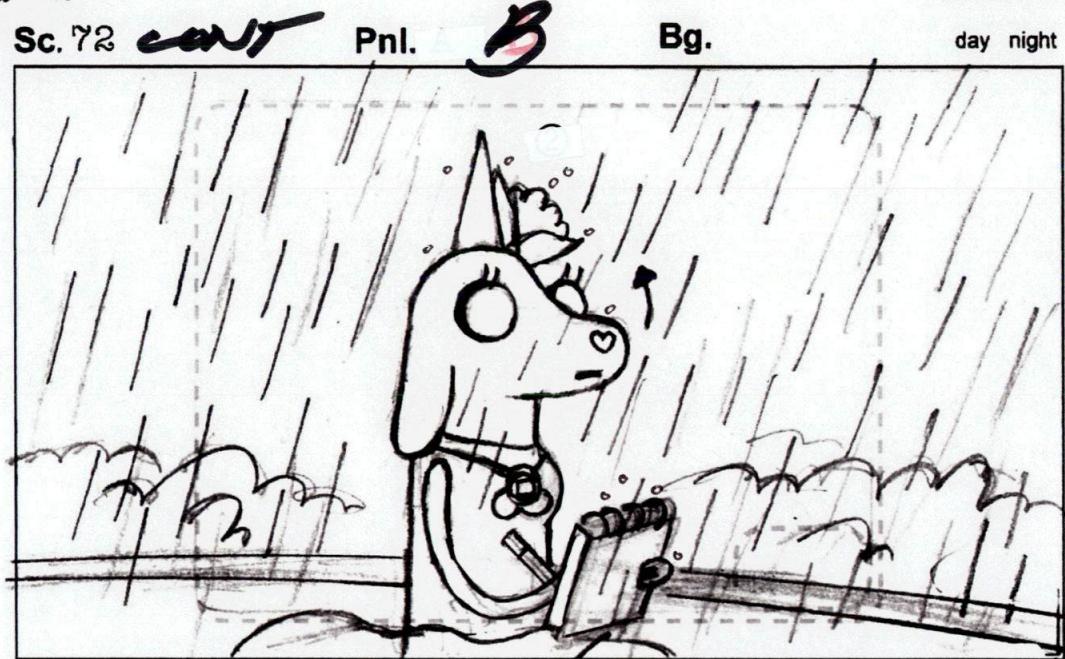
EPISODE #

1034/223

ADVENTURE TIME



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Page



Dialog:

Action:

Viola looks up, realizing that it is raining a lot now.

JUN 09 2015

Timing:

Production :

1034-223

EPISODE #

1034/223

ADVENTURE TIME



Page 171

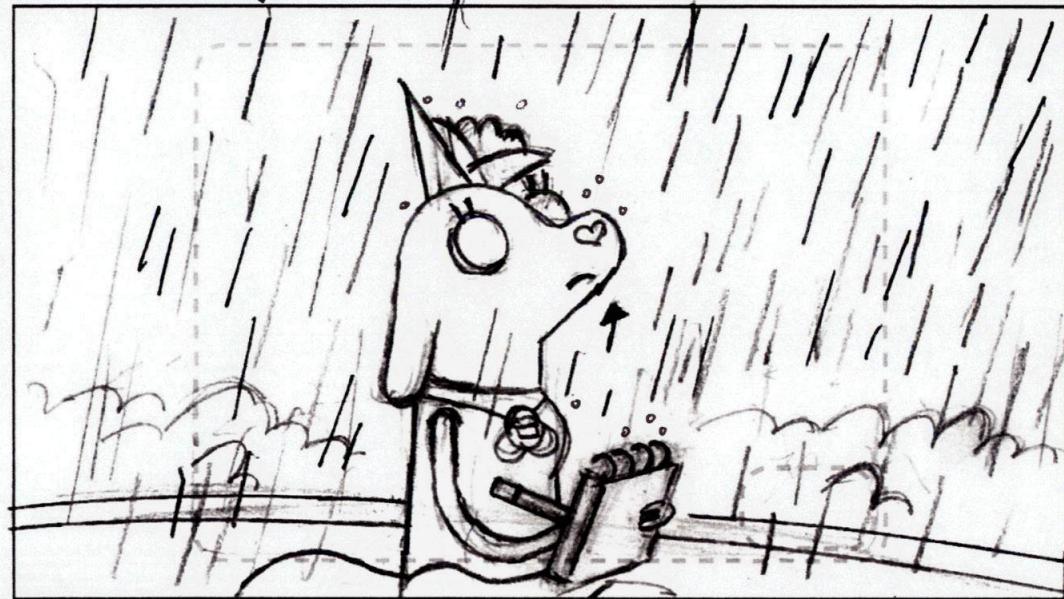
Sc. 72 cont

Pnl.

C

Bg.

day night



Sc. 73

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

JUN 09 2015

EPISODE #

Production :

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ADVENTURE TIME



Page 172

Sc. 73

cont

Pnl. B

Bg.

day night

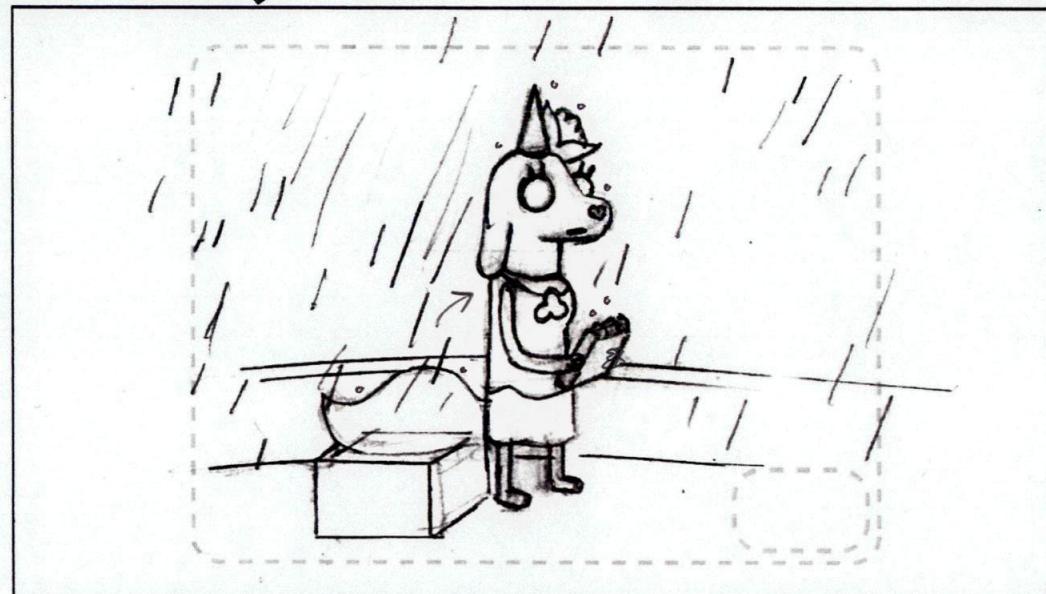
Sc. 73

cont

Pnl. C

Bg.

day night



Dialog:

Action: Viola decides to quit sketching.
(Rain is still coming down heavily, as indicated in Panel A.)

Viola stands up.
(Rain cont. as in Panel A.)

JUN 09 2010

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Sc. 73 ~~cont~~

Pnl. D

Bg.

day night

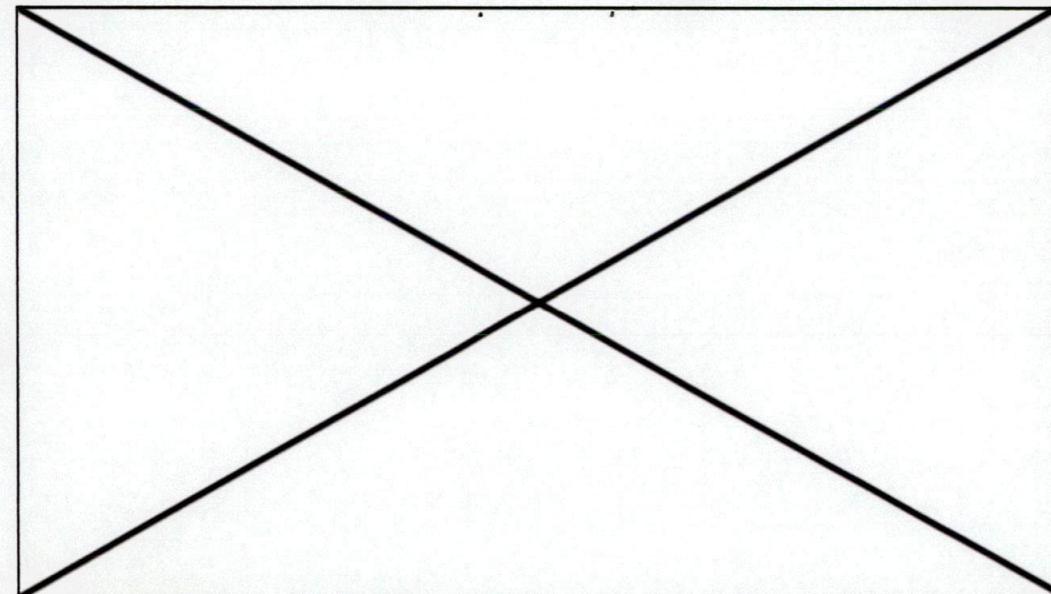


Sc.

Pnl.

Bg.

Page 173
NO PG 174
day night



EPISODE # 1034-223

Production :

Dialog:

Action:

- VIOLA WALKS TOWARDS DOOR

cont. heavy rain as in Panel A

Timing:



JUN 09 2015

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ADVENTURE TIME



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Page

Sc. 74

Pnl. A

Bg.

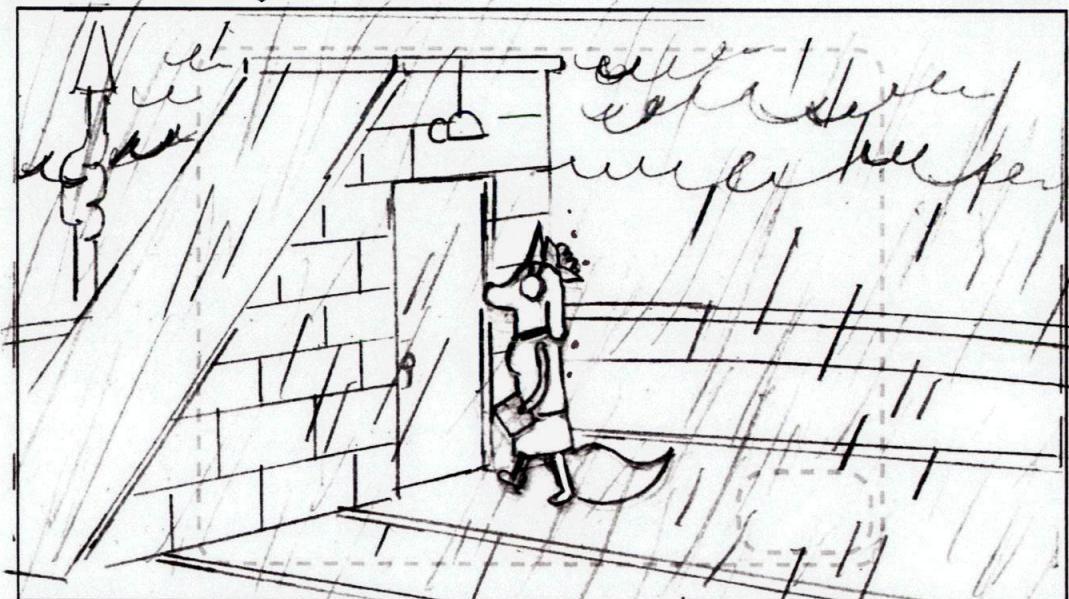
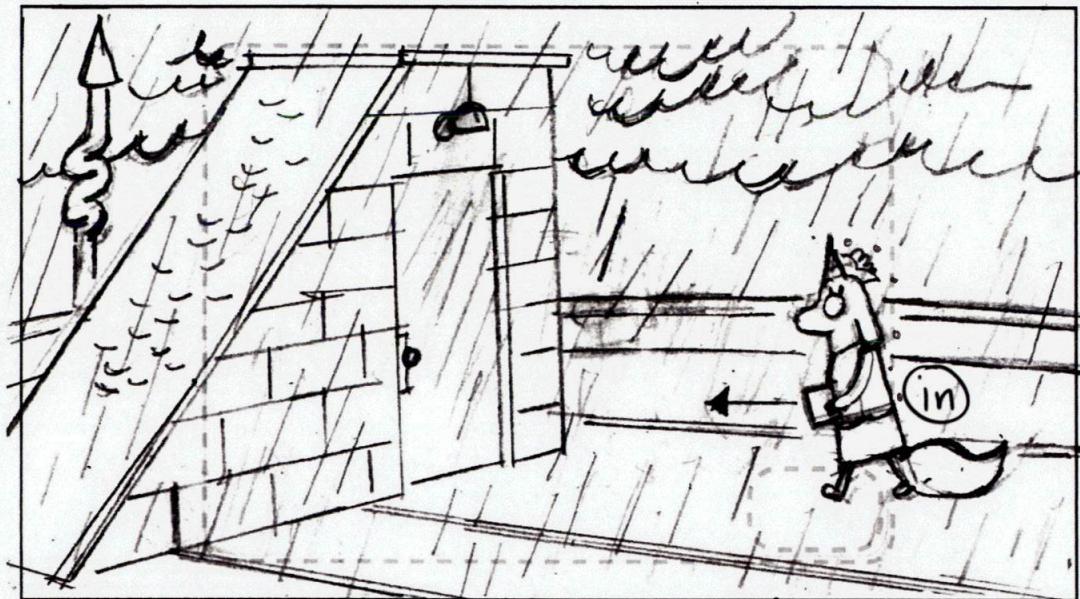
day night

Sc. 74

Pnl. B

Bg.

day night



Dialog:

Action: On Viola entering scene.
The rooftop door has been closed (and locked) by LSP.

JUN 09 2015

Timing:

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Production :

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ADVENTURE TIME



Sc. 74 *cont*

Pnl. C

Bg.

day night

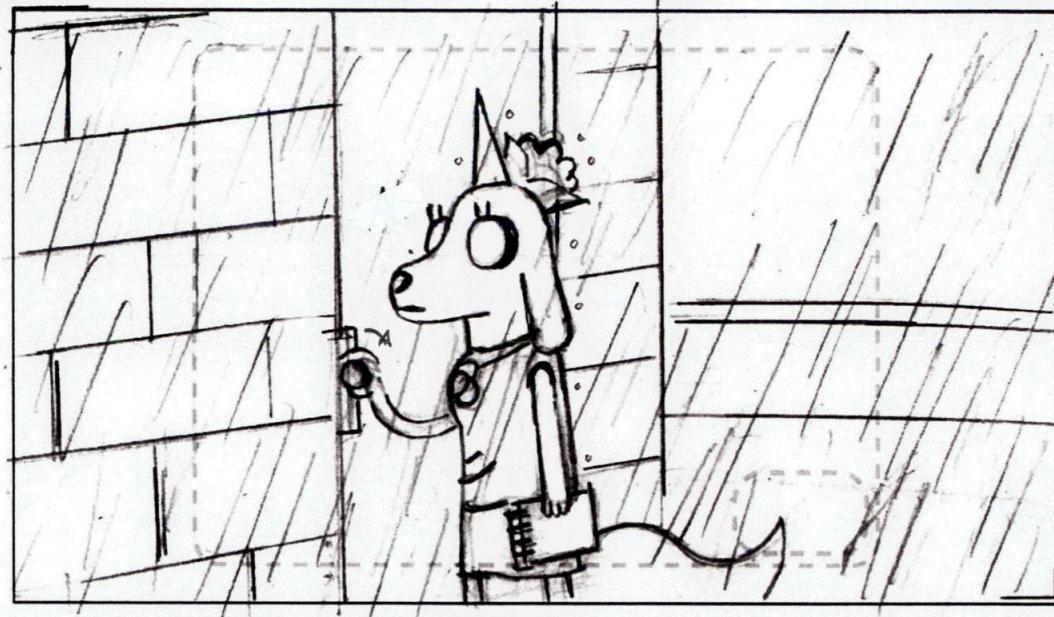


Sc. 75

Pnl. A

Bg.

day night



Dialog:

SFX: Rattle. [Doorknob]



Action:

Viola tests the doorknob. The door is locked.

JUN 09 2015

Timing:

Production :

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Page

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EPILOGUE #

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ADVENTURE TIME



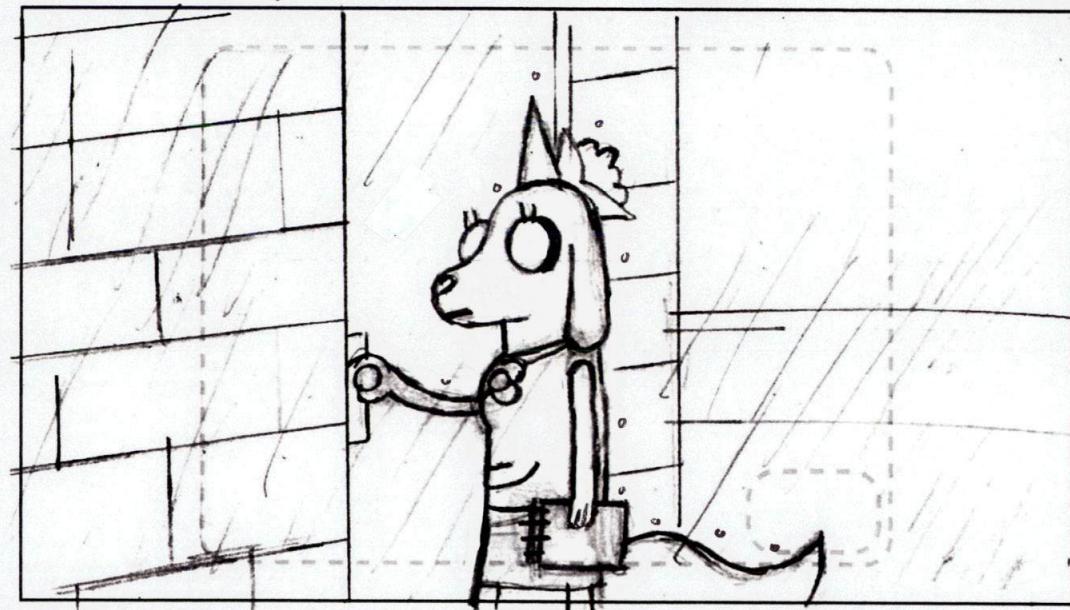
Page 177

Sc. 75 cont

Pnl. B

Bg.

day night



Sc. 75 cont

Pnl. C

Bg.

day night

**Dialog:**

SFX: Rattle.

Action:

Pause. Thinking.

Timing:

JUN 09 2015

Production :

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EPISODE #

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ADVENTURE TIME



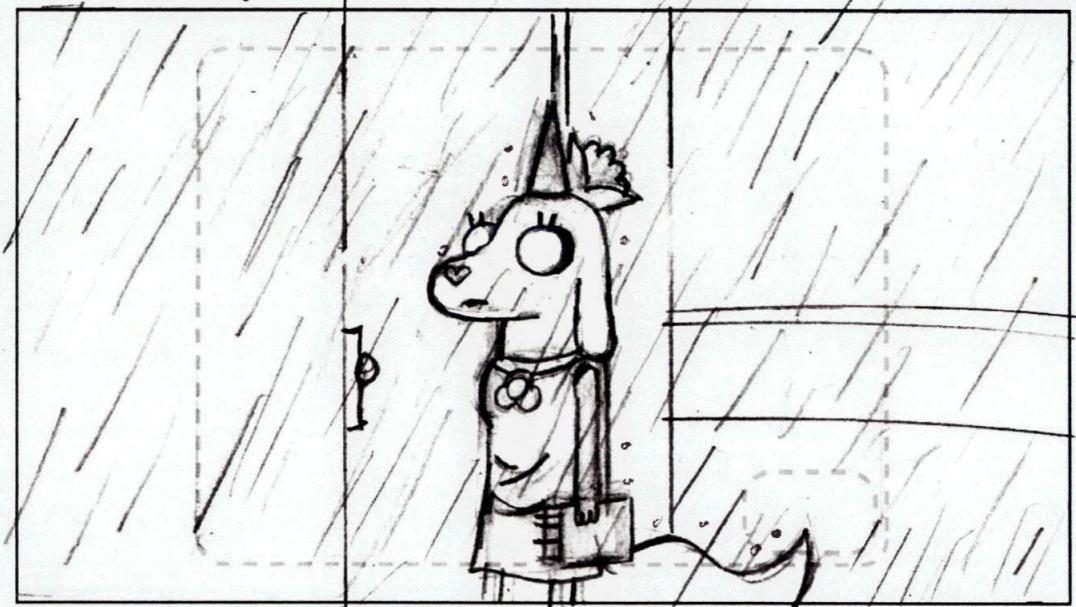
Page 178

Sc. 75 cont

Pnl. D

Bg.

day night

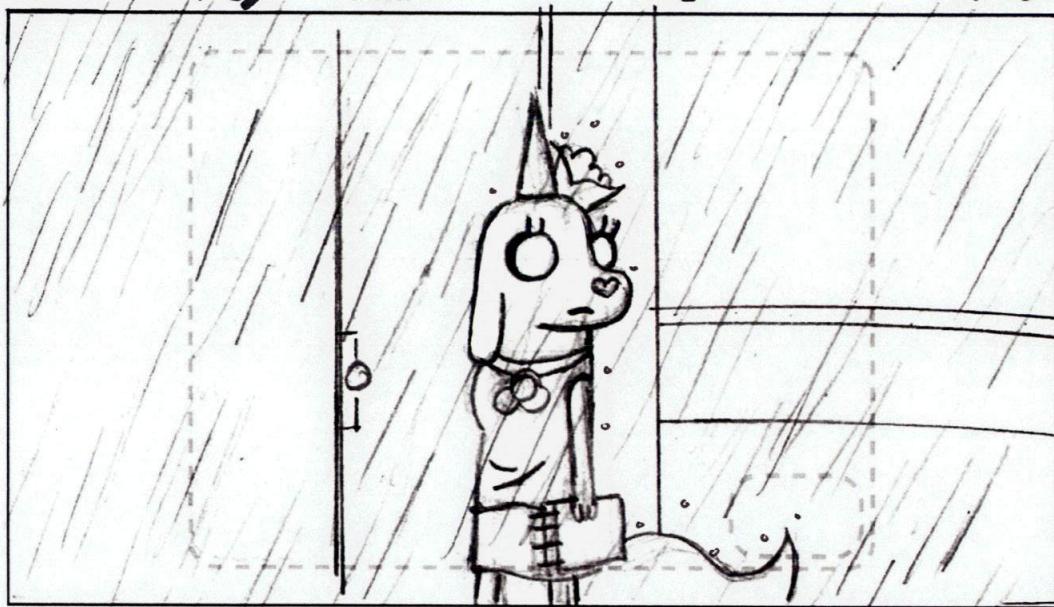


Sc. 75 cont

Pnl. E

Bg.

day night



Dialog:

Action: Viola lowers her hand. Thinking.

Viola looks around. Thinking.

JUN 09 2015

Timing:

Production :

1034-223

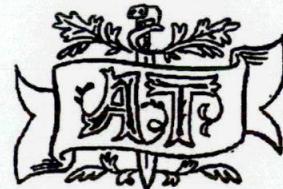
1034/223

1034/223

1034/223

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ADVENTURE TIME



Page 179

Sc. 75 ~~CONT~~

Pnl. F

Bg.

day night

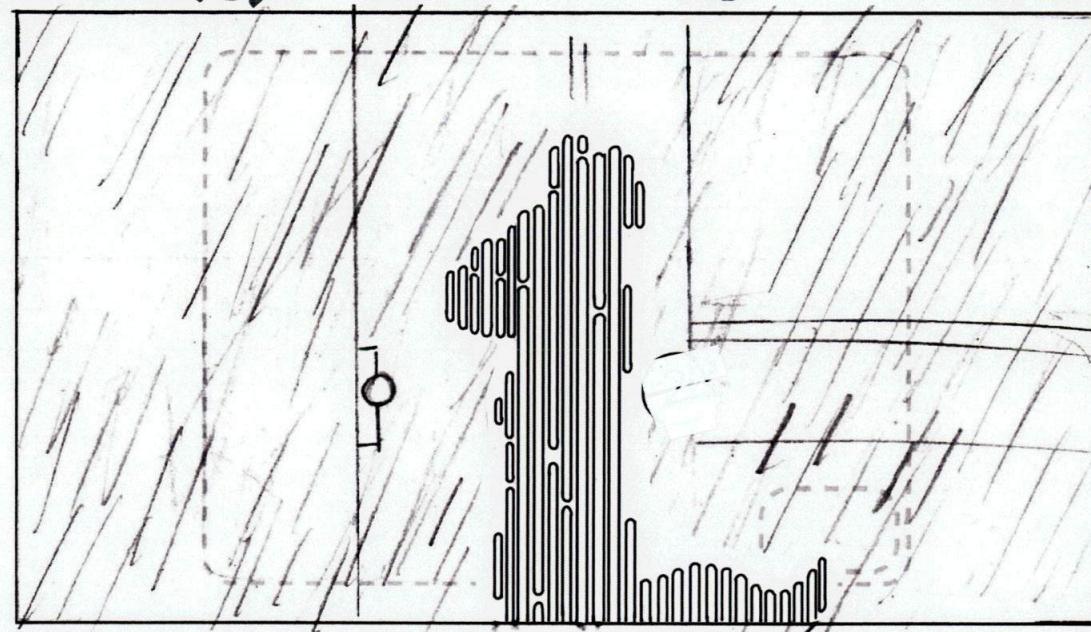


Sc. 75 ~~CONT~~

Pnl. G

Bg.

day night



Dialog:

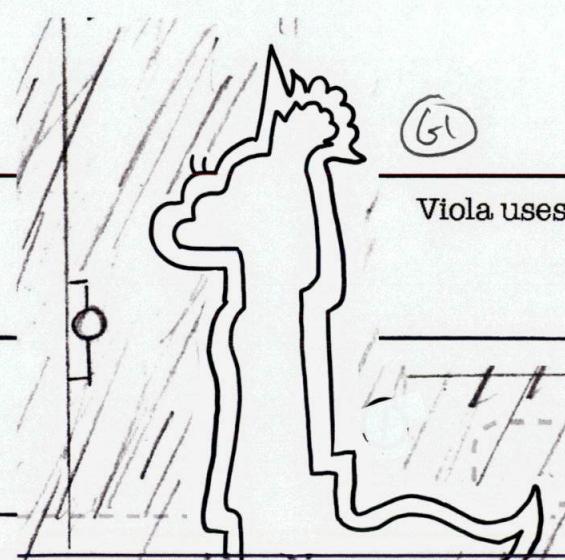
SFX: * VMMM *

Action:

Viola uses her TELEPORTATION power to leave the roof.

JUN 09 2015

Timing:



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ADVENTURE TIME



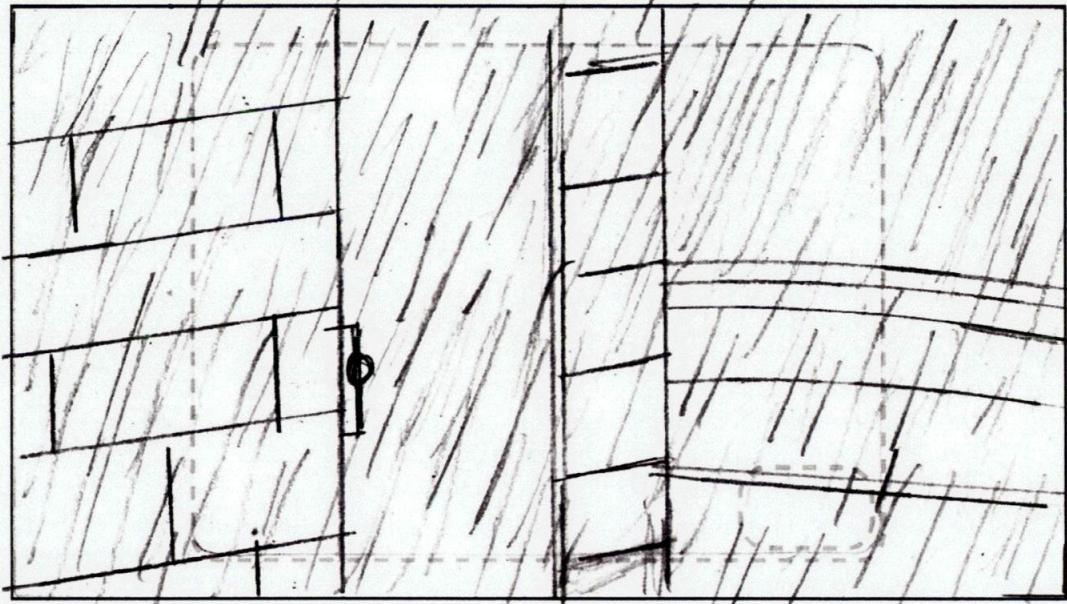
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Sc. 75 *cont*

Pnl. H

Bg.

day night

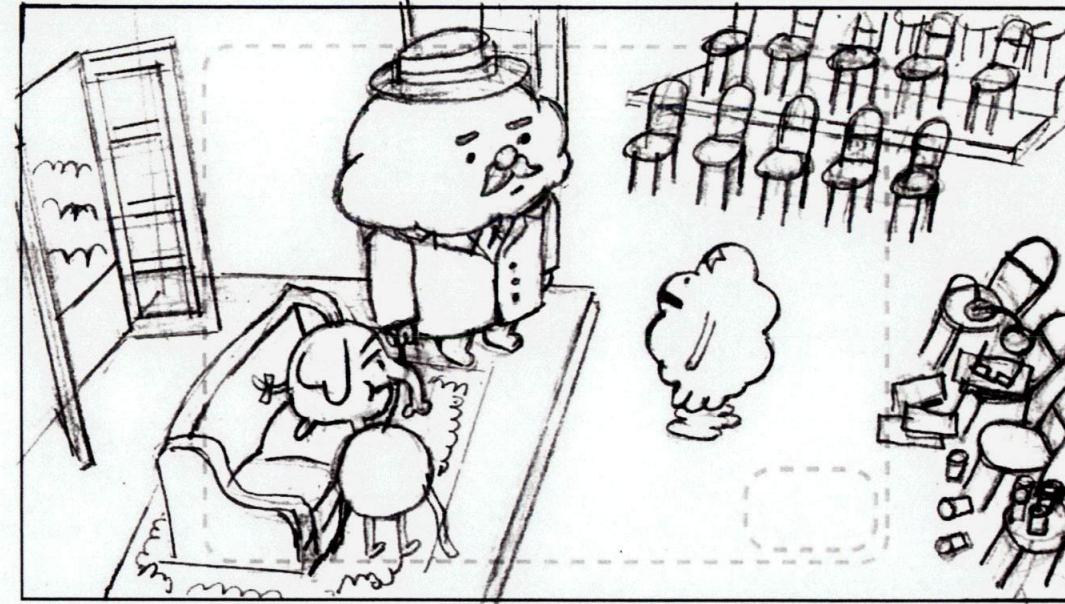


Sc. 76

Pnl. A

Bg.

day night



Dialog:

LSP: This play is set in a country called Eng-Land.
(TWO WORDS)

Action:

LSP is explaining something to Mr. Cupcake.

Timing:

JUN 09 2015

Production :

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EPISODE #

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ADVENTURE TIME



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Sc. 77

Pnl. A

Bg.

day night

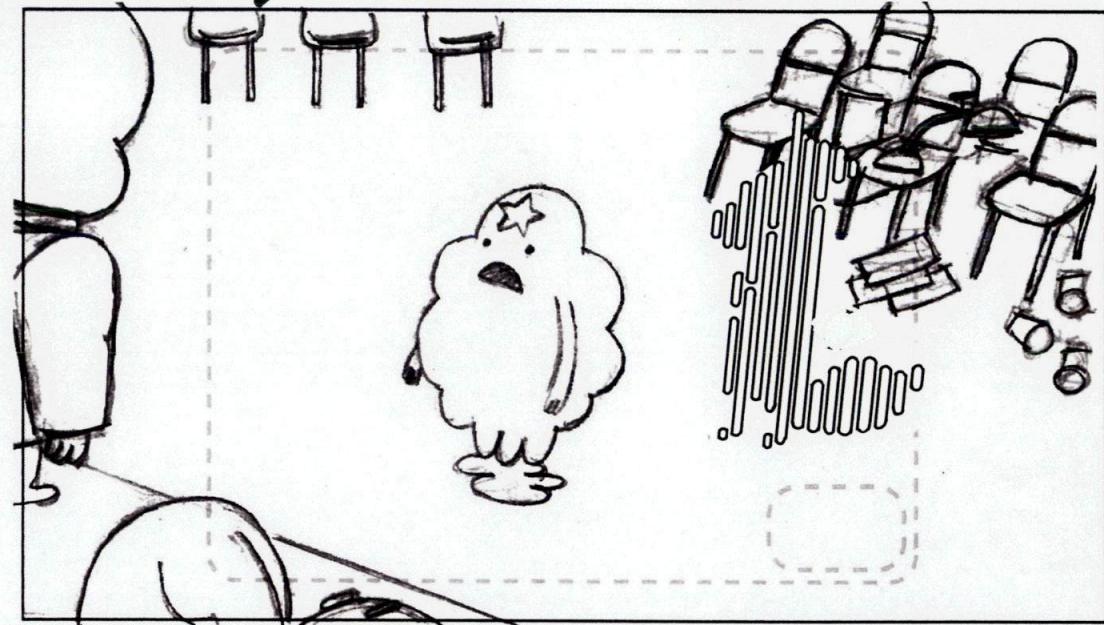
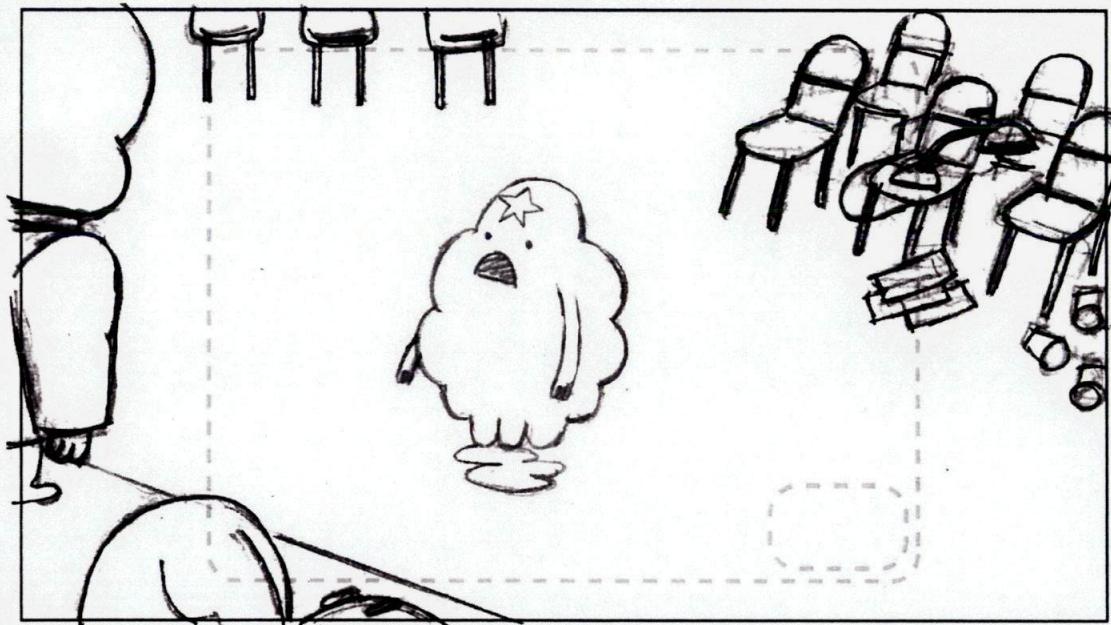
Sc. 77 ~~cont~~

Pnl. C

Bg.

day

night



Dialog:

LSP: --- and in **ENG-LAND** --

LSP: --- anyone called Tree Trunks ---

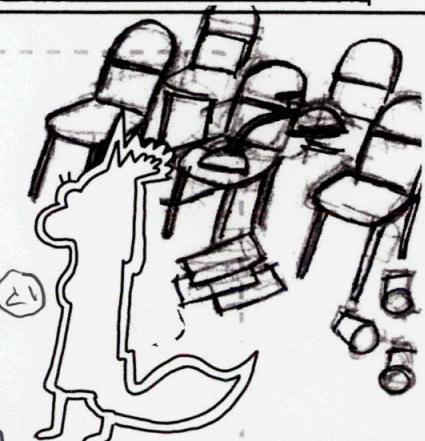
Action:

Closer on LSP, talking to Mr. Cupcake.

Viola appears magically, behind LSP.

Timing:

JUN 09 2015



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1034/223

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ADVENTURE TIME



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day night

Sc. 77 ~~cont~~ Pnl. C

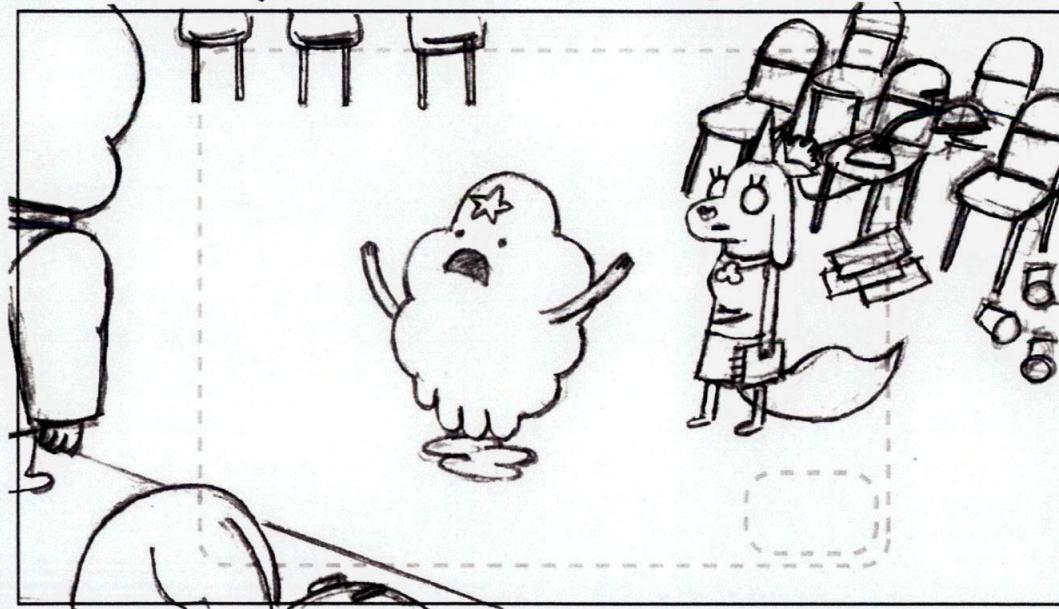
Bg.

day night

Sc. 77 ~~cont~~ Pnl. D

Bg.

day night



Dialog:

LSP: --- is always called 'Miranda Hobson' during the summer. It's her Summer Name.

Mr. C: Oh! I didn't know that.

Action:

JUN 09 2015

Timing:

Production :

ADVENTURE TIME



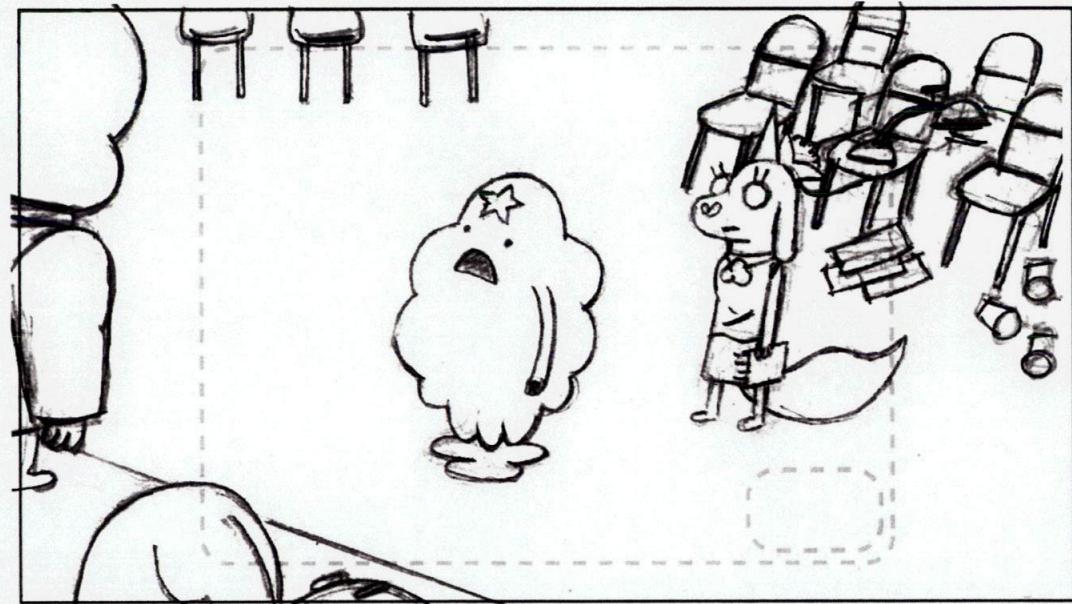
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Sc. 77 cont

Pnl. E

Bg.

day night

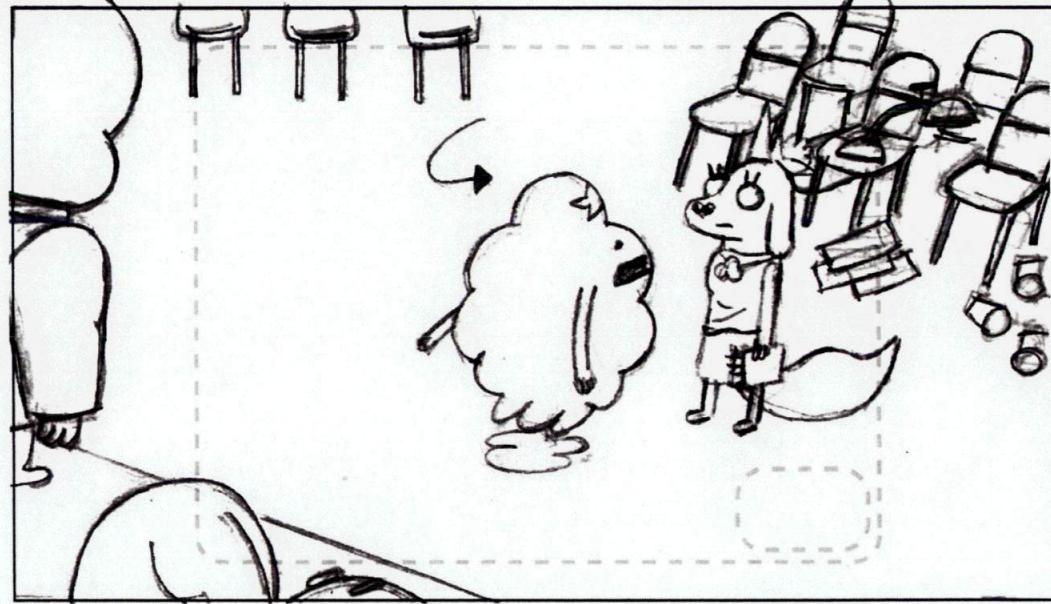


Sc. 77 cont

Pnl. F

Bg.

day night



Dialog:

LSP: Yeah.

LSP: So let's - -

Action:

LSP turns, to go back to her chair.

JUN 09 2015

Timing:

Production :

1034/223

ADVENTURE TIME



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Page

Sc. 77 ~~cont~~
Pnl. G

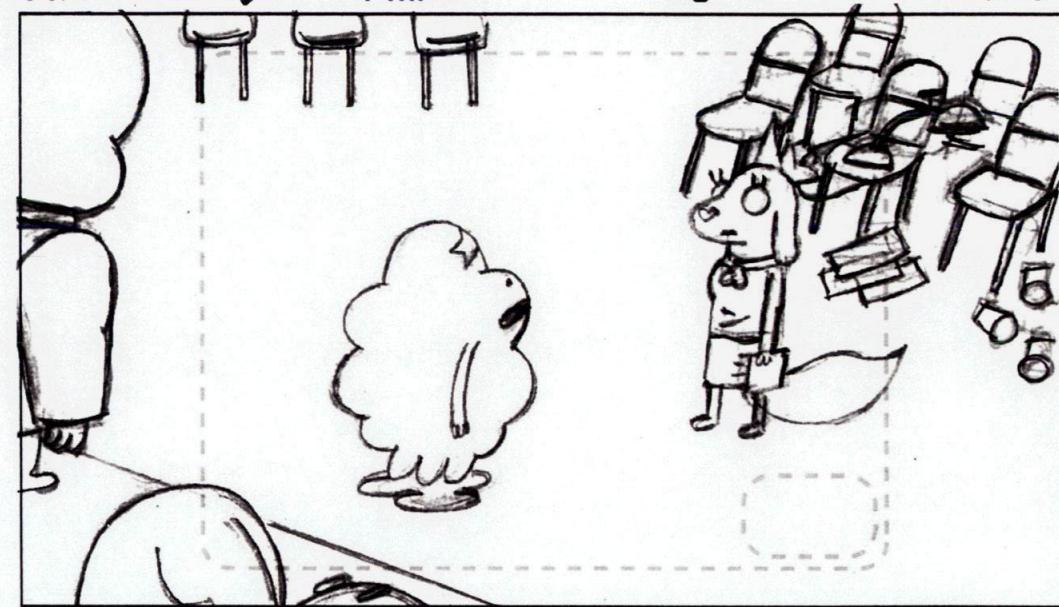
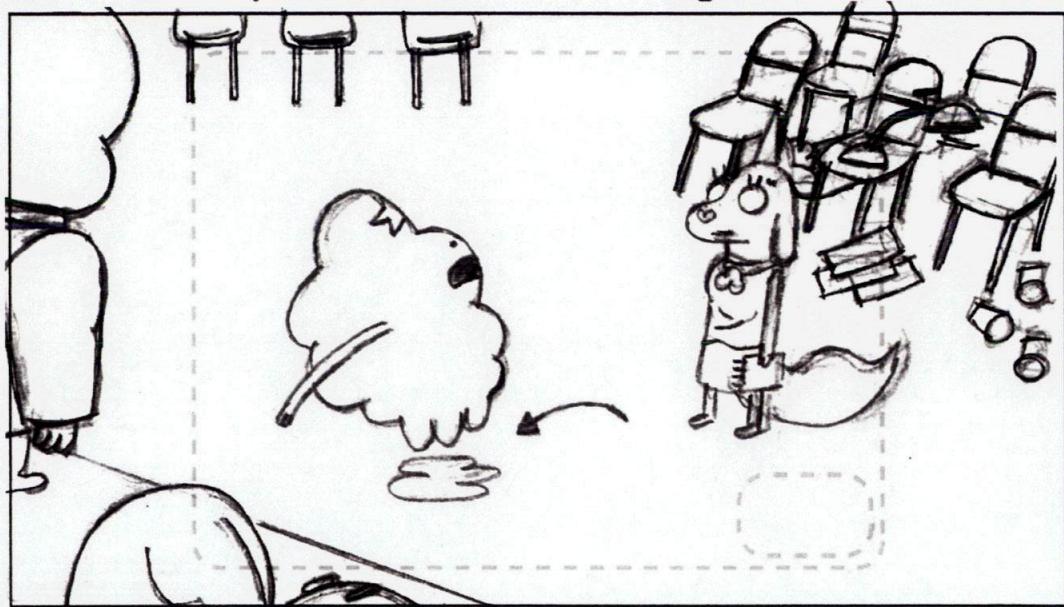
Bg.

day night

Sc. 77 ~~cont~~
Pnl. H

Bg.

day night



Dialog:

LSP: Whoa!

LSP: How did you get here? I locked THE D-- NEVERMIND!

Action: LSP is surprised to see Viola standing there.

JUN 09 2015

Timing:

Production :

1034-223

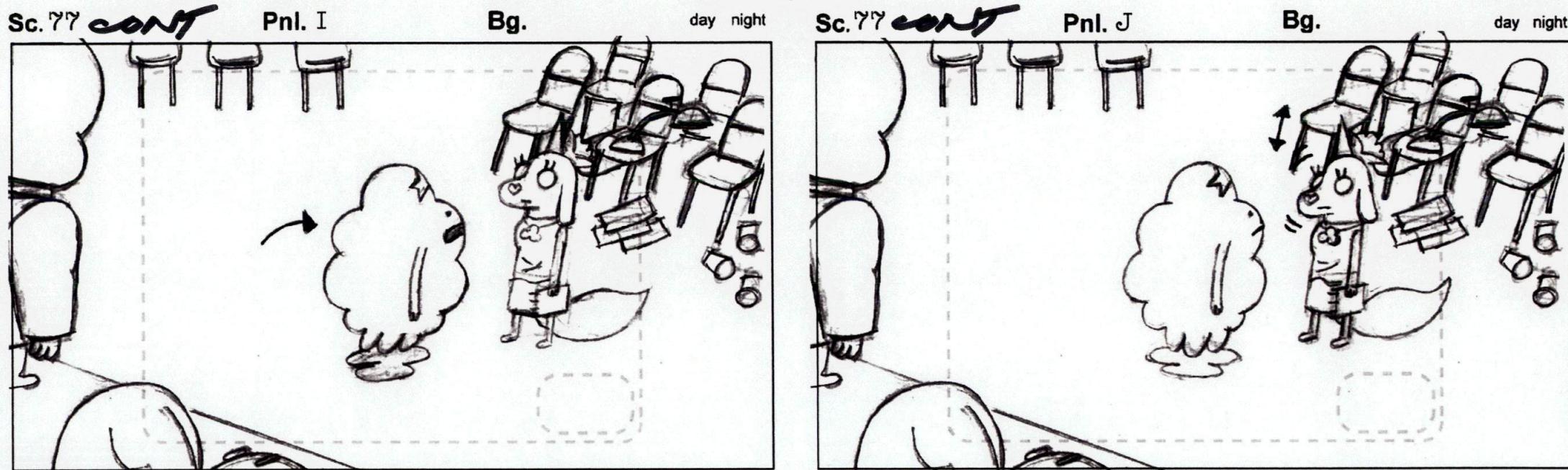
1034/223

1034/223

ADVENTURE TIME



Page 185

**Dialog:**

LSP: Have you finally figured out what rain looks like?

Action:

LSP approaches Viola, questioning her.

Viola nods 'yes'.

JUN 09 2015

Timing:

Production :

1034-223

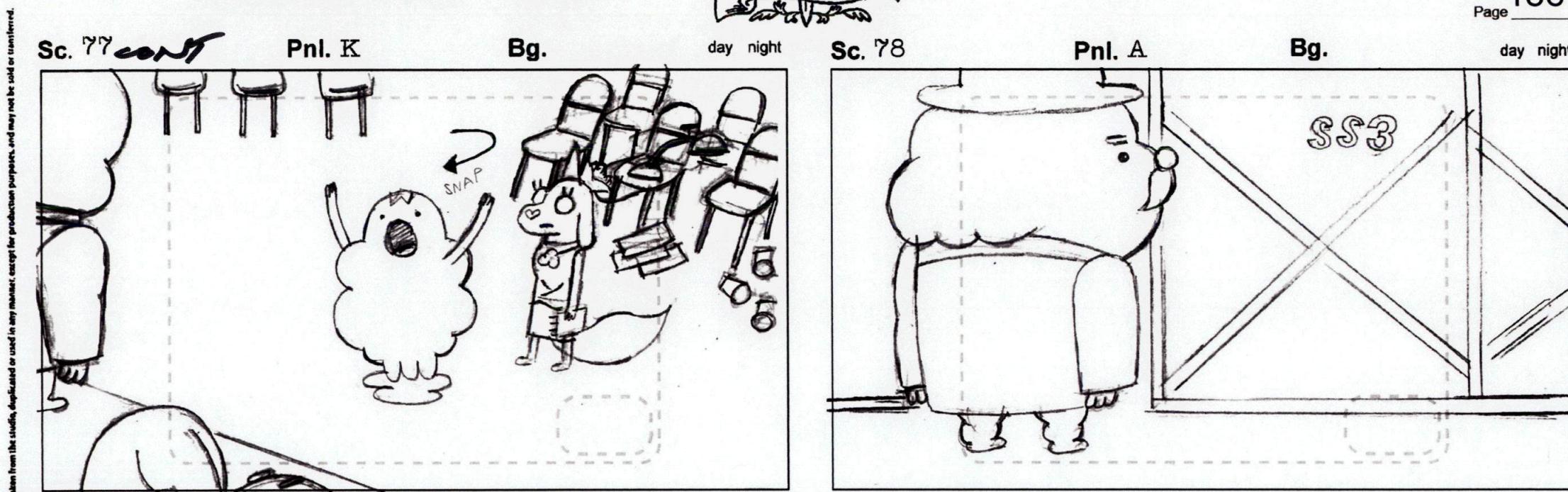
1034/223

ADVENTURE TIME



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Dialog:

LSP: Let's take it from the top!

Action: LSP shouts a back-to-work order, to everyone.

Later: On Mr. Cupcake, waiting for the latest rain effects from Viola.

JUN 09 2015

Timing:

Production :

1034/223

ADVENTURE TIME



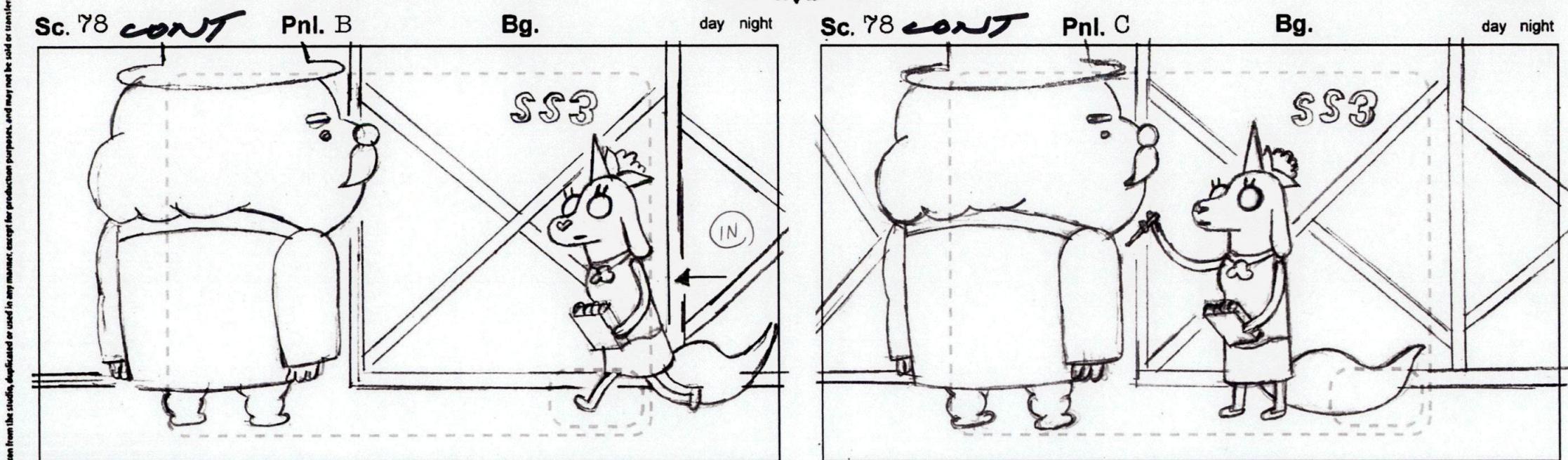
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EPISODE #

1034 / 223

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Dialog:

Action: Viola enters.

Viola holds up an eye-dropper full of water, to create delicate rain-effects.

JUN 09 2015

Timing:

Production :

1034 / 223

ADVENTURE TIME



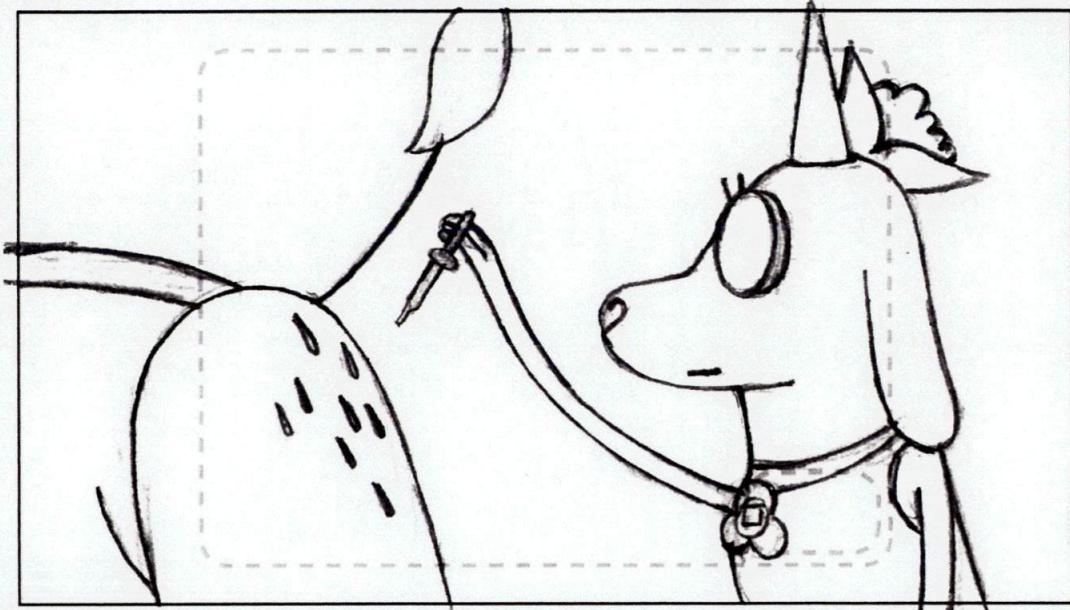
Page 188

Sc. 79

Pnl. A

Bg.

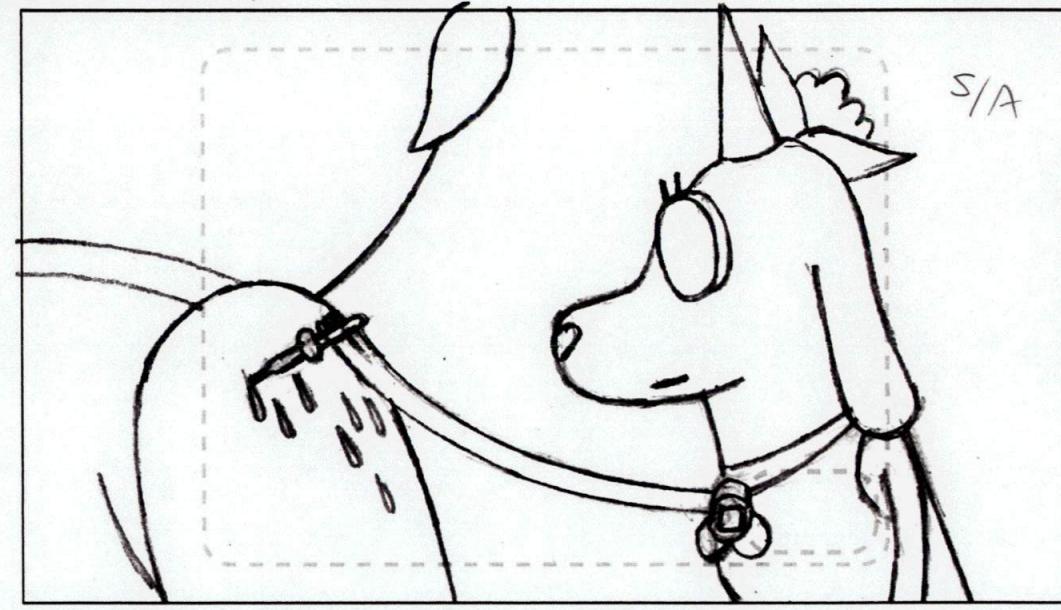
day night

Sc. 79 ~~cont~~

Pnl. B

Bg.

day night



Dialog:

Action: Closer on Viola, creating various raindrops on
Mr. Cupcake's overcoat. (She is using an eye-dropper.)

JUN 09 2015

Timing:

Production :

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EPISODE #

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ADVENTURE TIME



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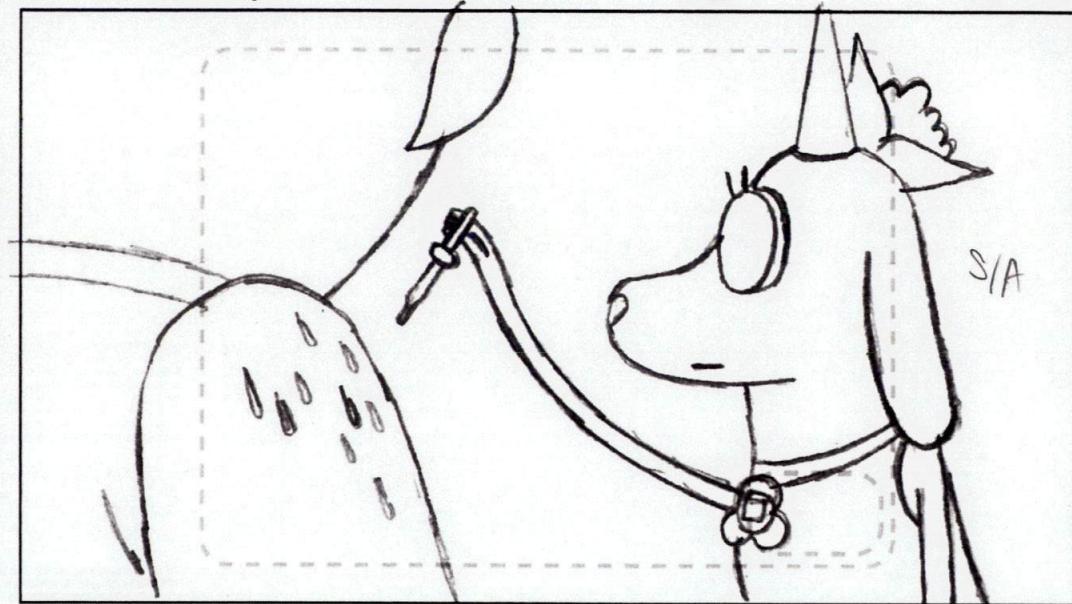
1034/223

Sc. 79 cont

Pnl. C

Bg.

day night

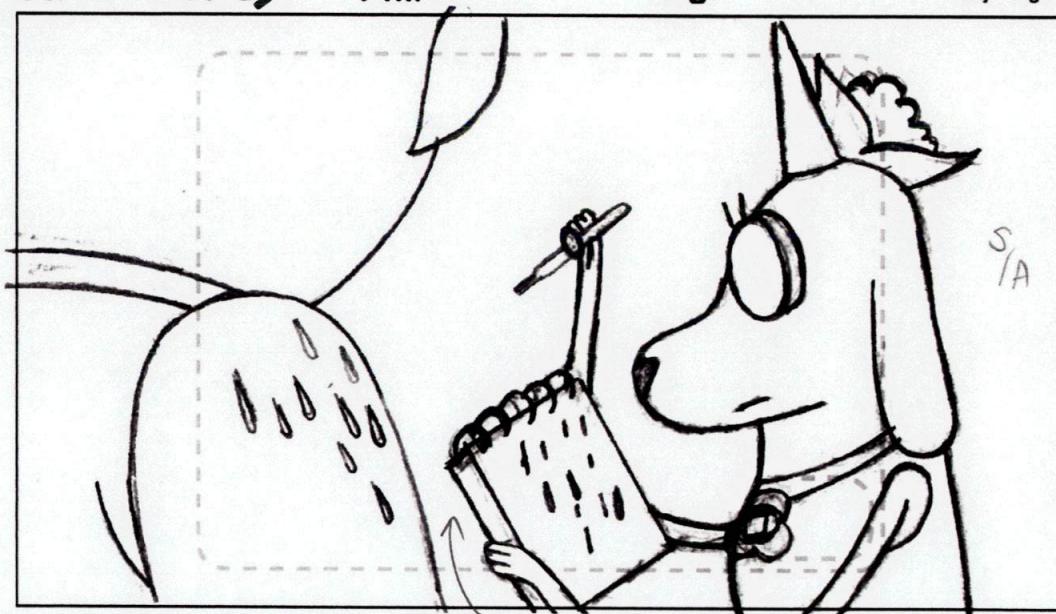


Sc. 79 cont

Pnl. D

Bg.

day night



Dialog:

Action:

Viola consults the sketchbook, as reference material for the raindrops.

JUN 09 2015

Timing:

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Production :

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ADVENTURE TIME



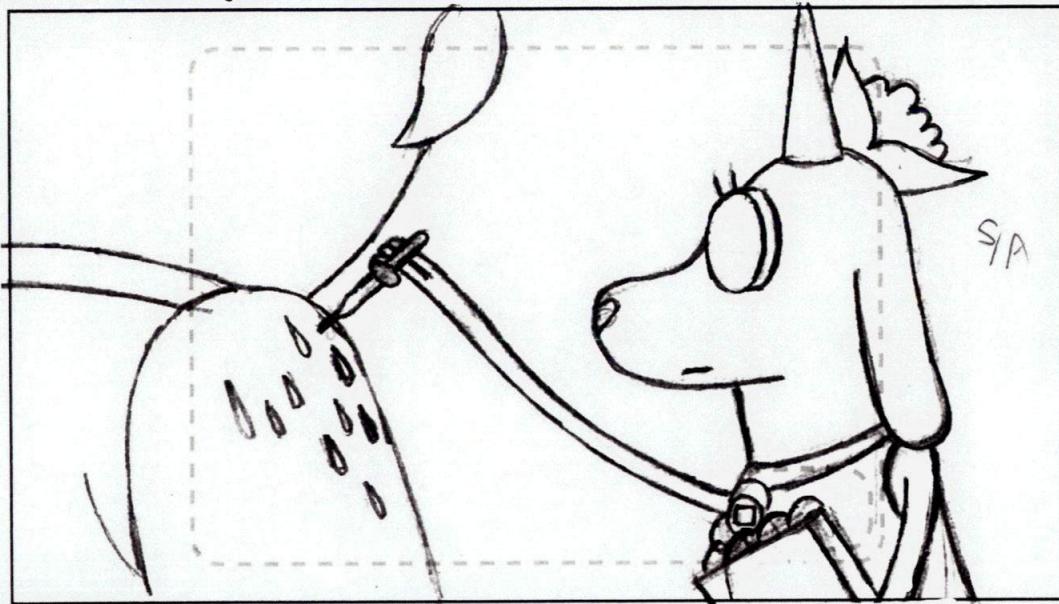
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Sc. 79 *cont*

Pnl. E

Bg.

day night

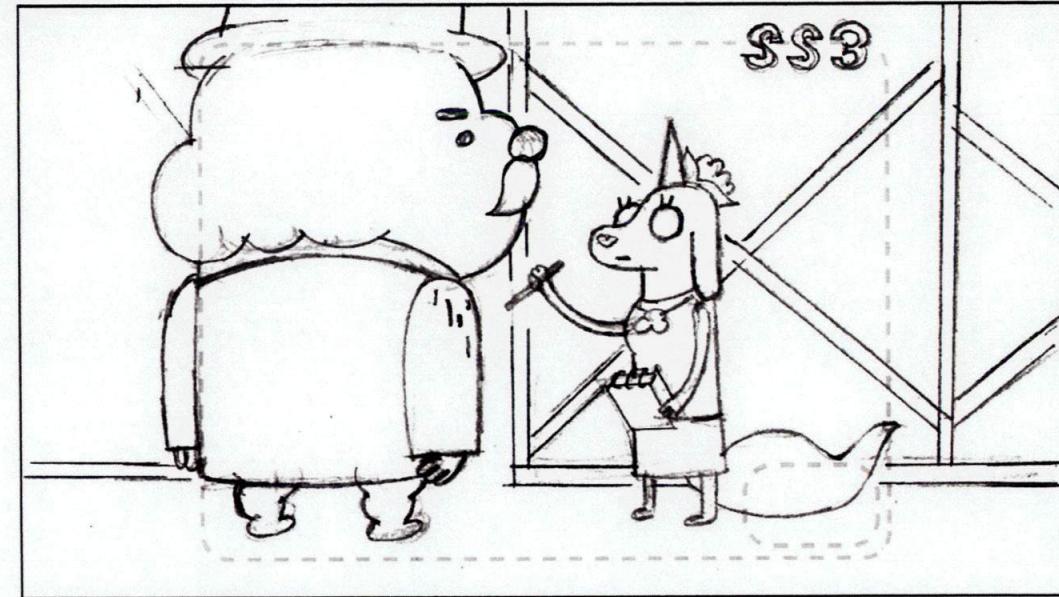


Sc. 80

Pnl. A

Bg.

day night



Dialog:

Action: Viola puts a few more raindrops on the overcoat.

Cut back to the wide shot. Viola has finished making the raindrops.

JUN 09 2015

Timing:

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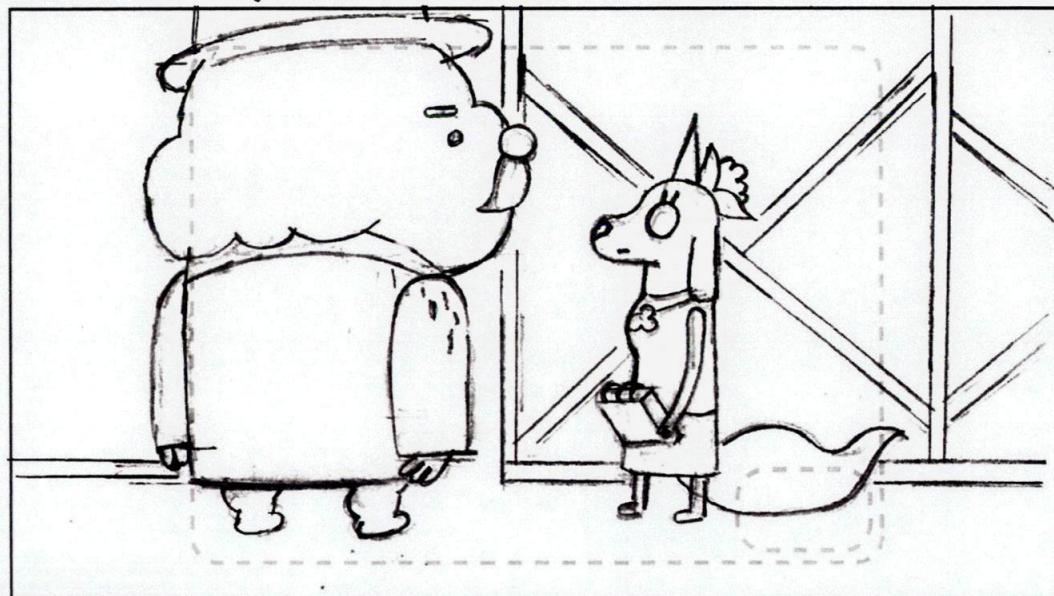
Sc. 80

cont

Pnl. B

Bg.

day night



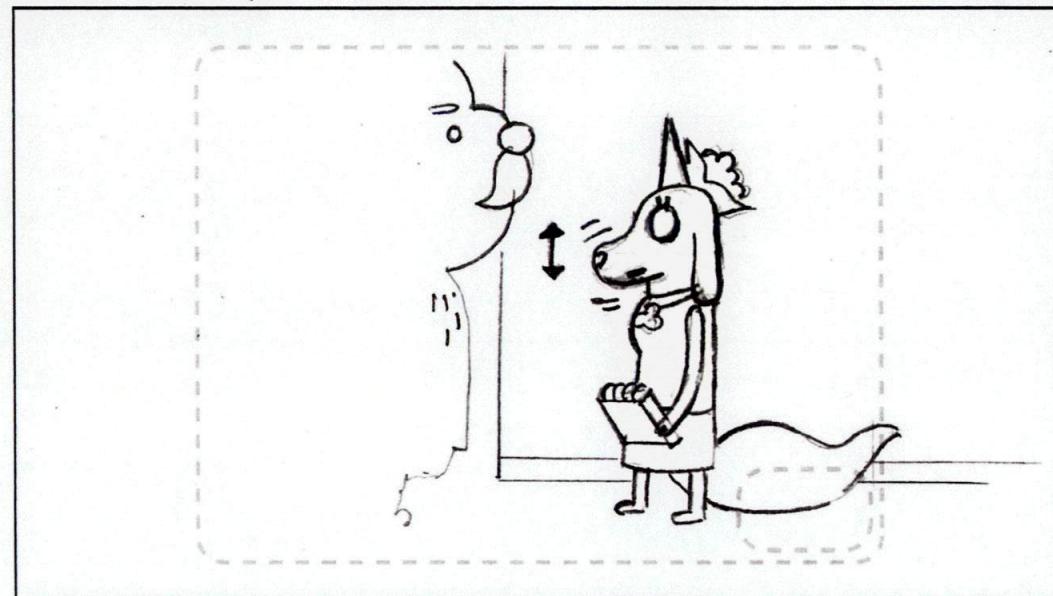
Sc. 80

cont

Pnl. C

Bg.

day night



Dialog:

Action: Settle Viola. She looks at the 'raindrops'.

Viola nods her approval of the 'raindrops'.

JUN 09 2015

Timing:

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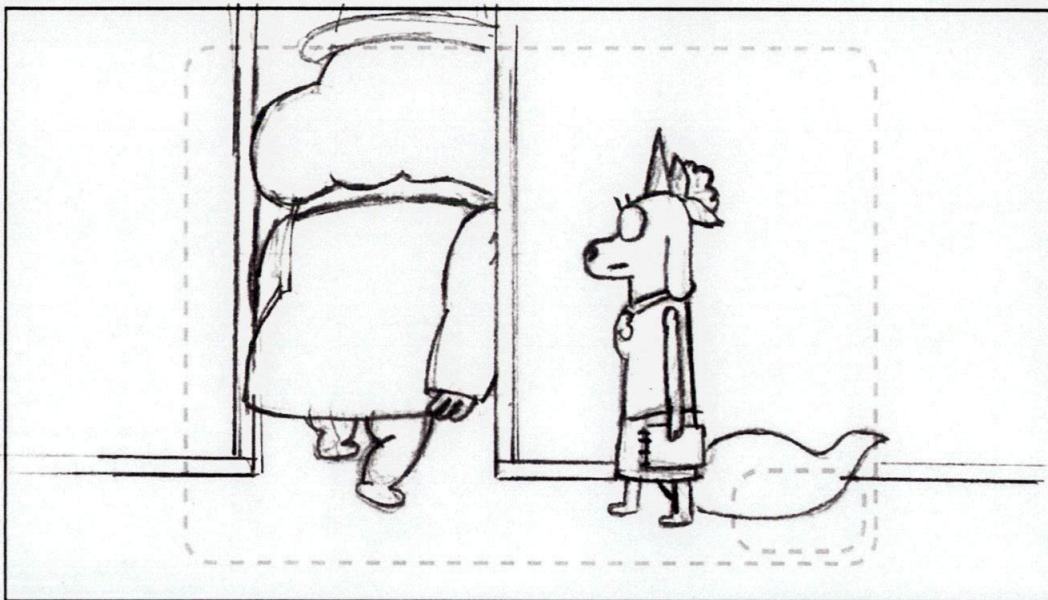
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Sc. 80 *cont*

Pnl. D

Bg.

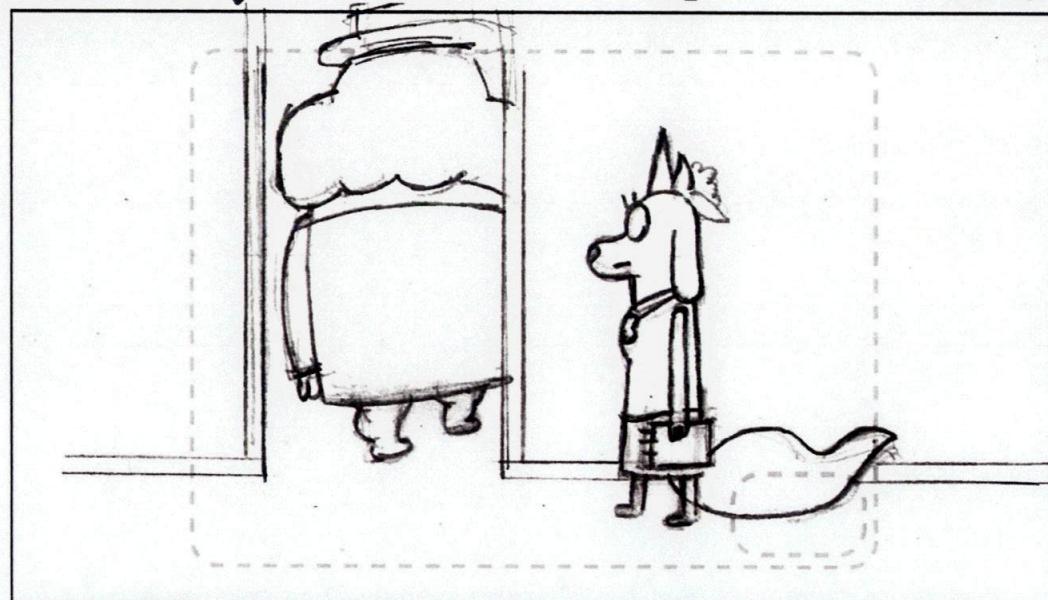
day night

Sc. 80 *cont*

Pnl. E

Bg.

day night



Dialog:

SFX: Scrunch!SFX: Clomp clomp clomp clomp.

Action: Mr. Cupcake pushes his way through the set door.

Mr. Cupcake walks onto the set.

JUN 09 2015

Timing:

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ADVENTURE TIME



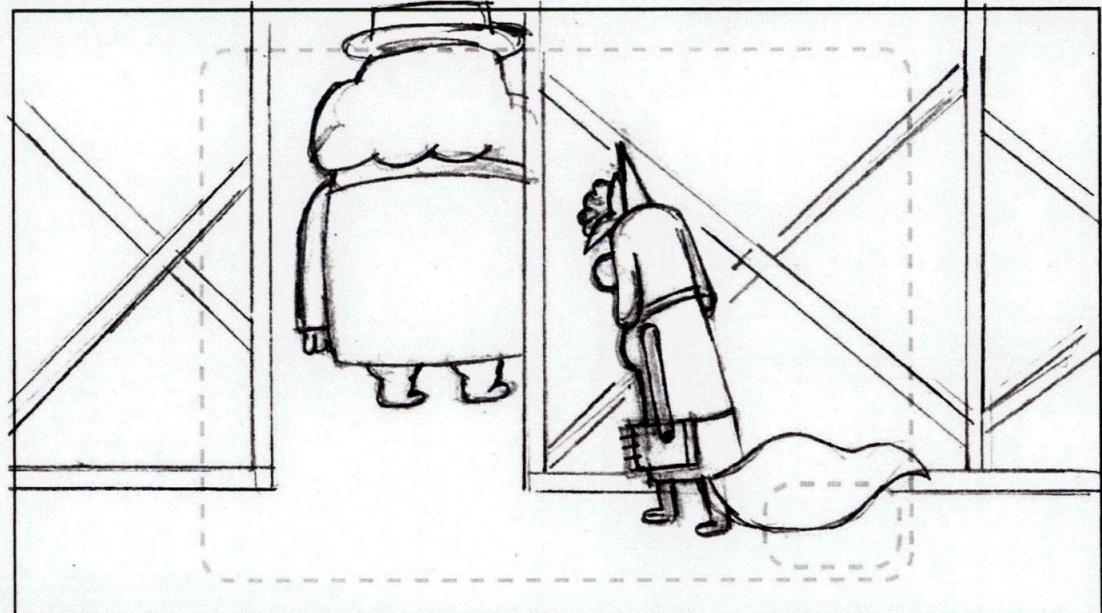
Page 193

Sc. 80 cont

Pnl. F

Bg.

day night

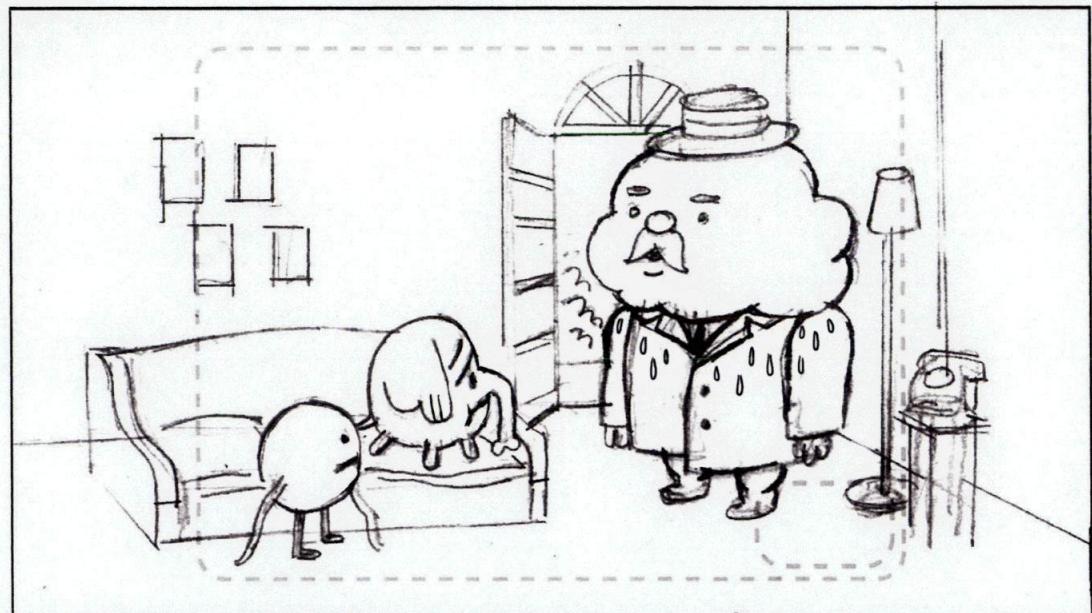


Sc. 81

Pnl. A

Bg.

day night



Dialog:

Mr. C: coming down like cats and dogs.

Mr. C: Reminds me of the rain we had when mother was alive.

Action: Mr. Cupcake stands beside the couch and says his line.

Cut to the front of the set. Mr. Cupcake finishes saying his line.

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Timing:

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ADVENTURE TIME



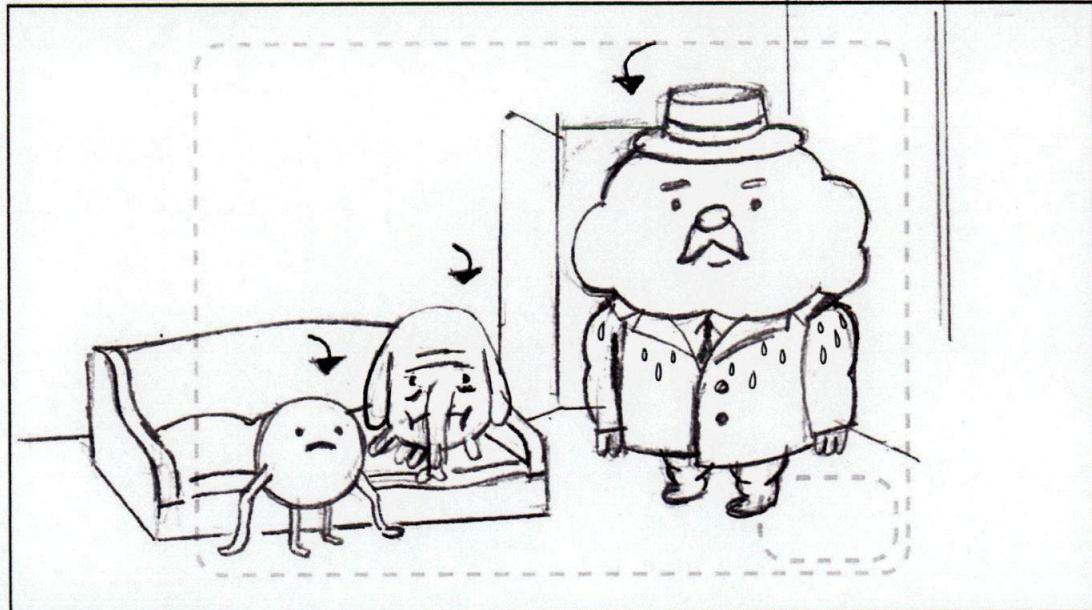
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Sc. 81 *cont*

Pnl. B

Bg.

day night

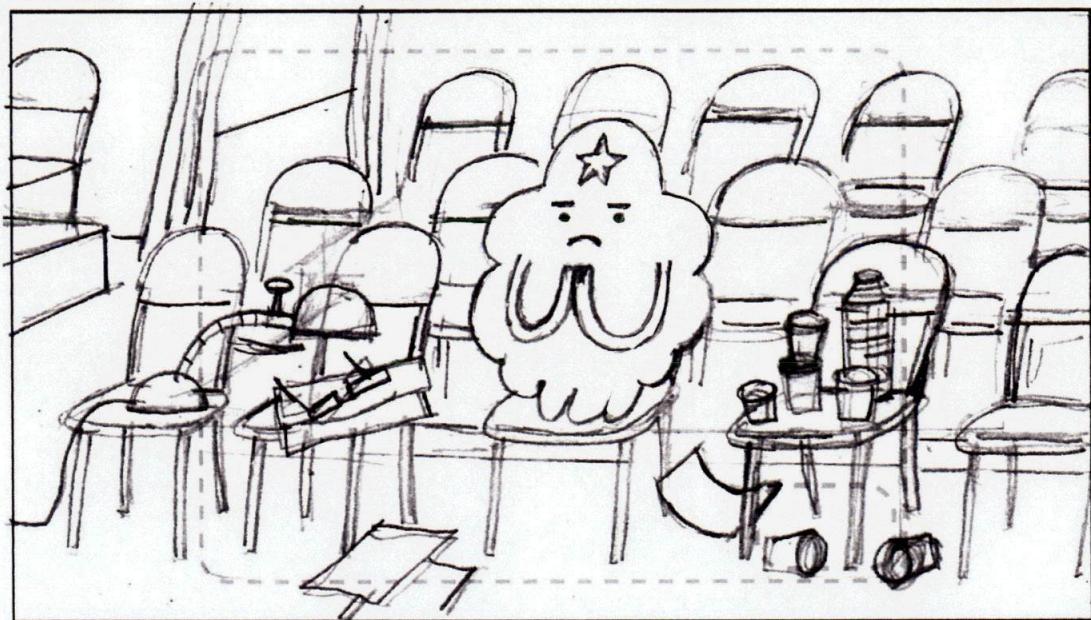


Sc. 82

Pnl. A

Bg.

day night



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Production :

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Dialog:

Action: The actors look toward LSP, for approval.
(For approval of the raindrops.)

On LSP thinking, judging.

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Sc. 83

Pnl. A

Bg.

day night

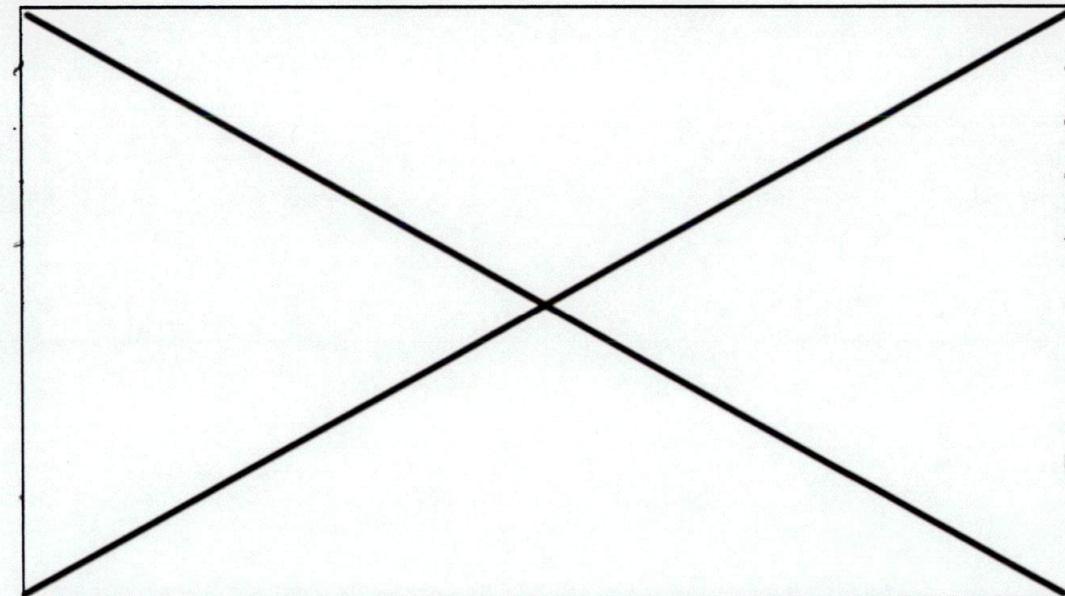


Sc.

Pnl.

Bg.

day night



Dialog:

Action: Hold Viola -- in suspense.

JUN 09 2015

Timing:

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Sc.

Pnl.

Bg.

day night

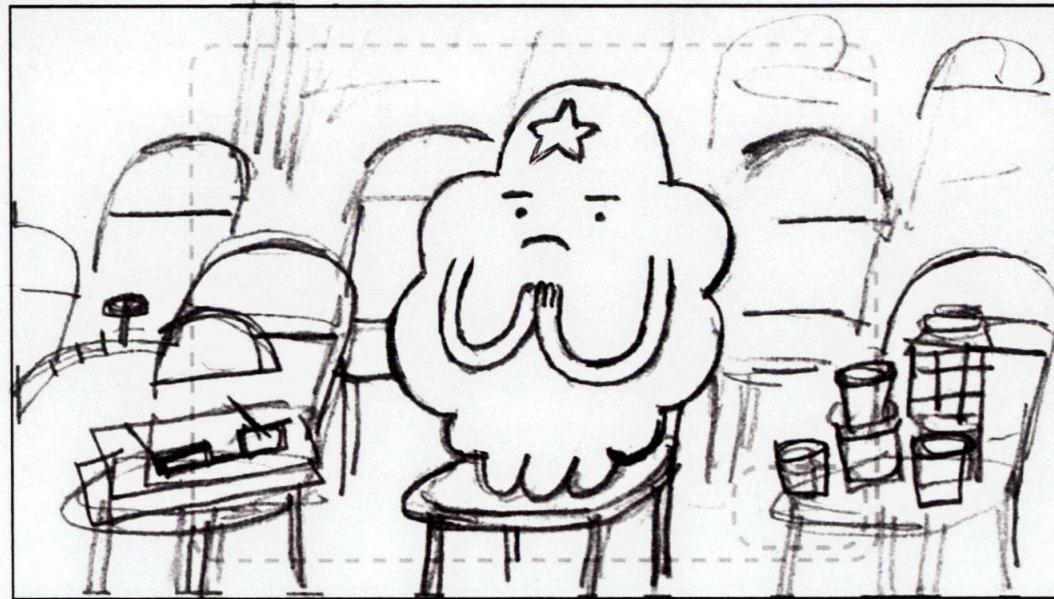
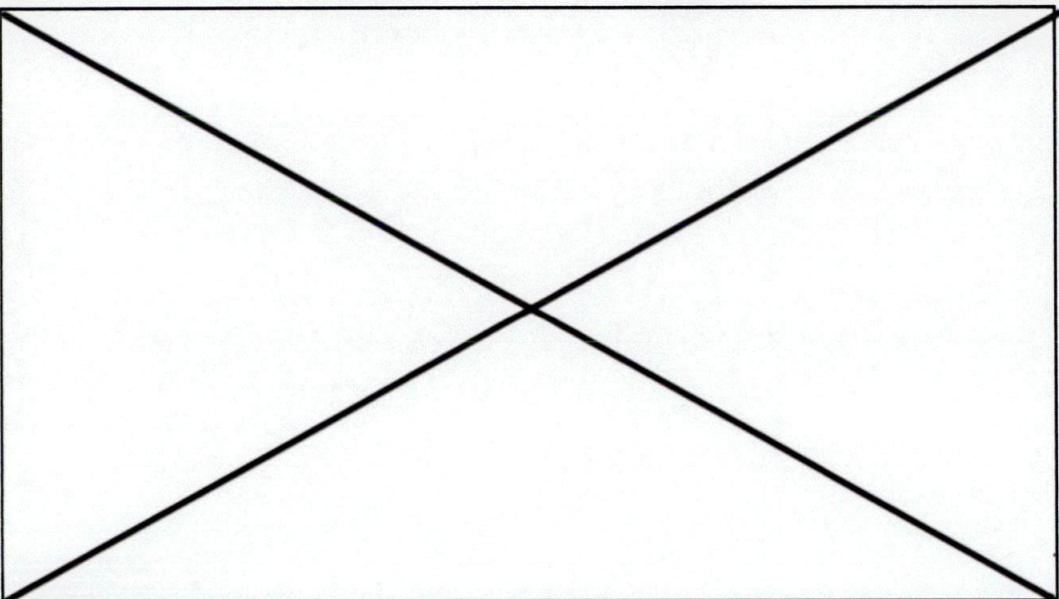
Sc. 84

Pnl. A

Bg.

Page 196

NO PG-197
day night



Dialog:

Action:

Timing:

JUN 09 2015

Production :

1034/223

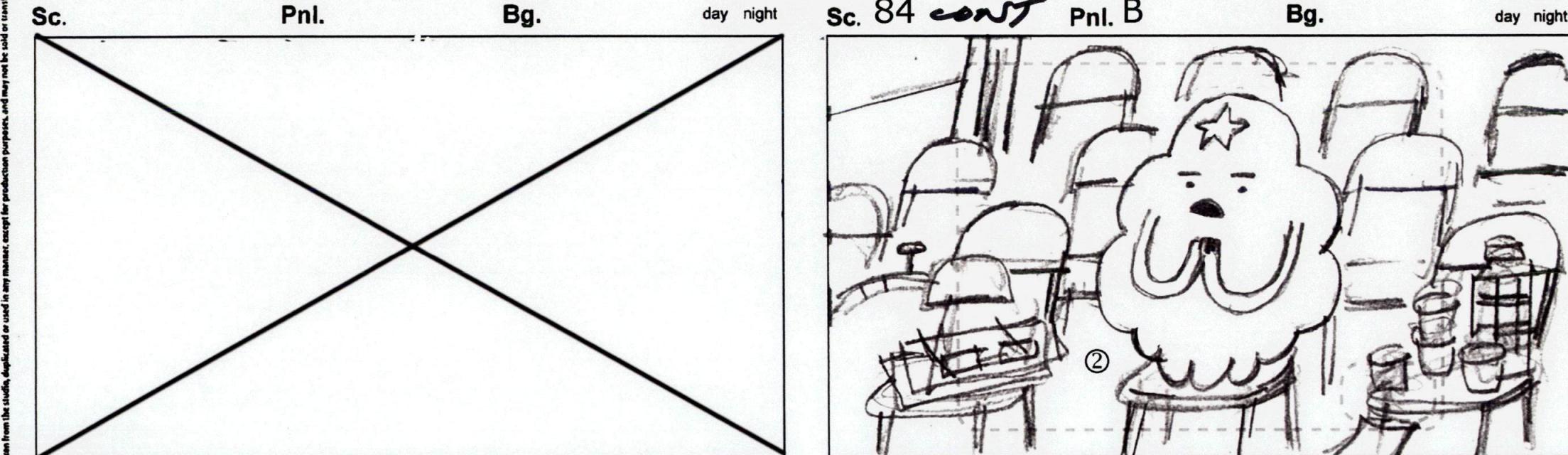
ADVENTURE TIME



NO SC'S
85-86

198
Page _____

1034/223



Dialog:

LSP: It'll have to do.

Action:

On LSP again. She makes her judgment.
She thinks the raindrops are okay.

JUN 09 2015

Timing:

① - -

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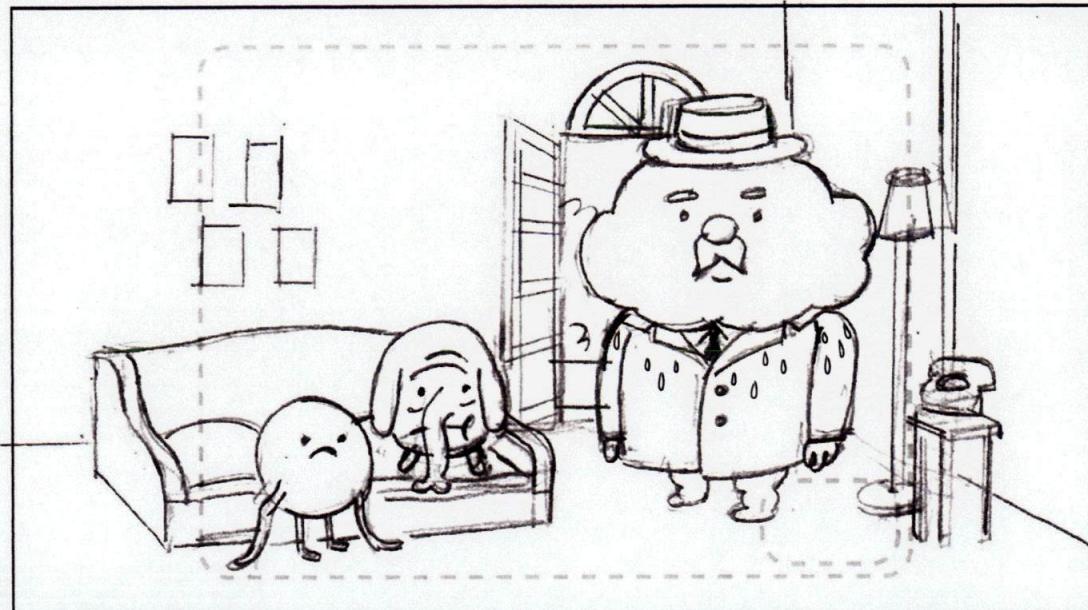
Page 199

Sc. 87

Pnl. A

Bg.

day night

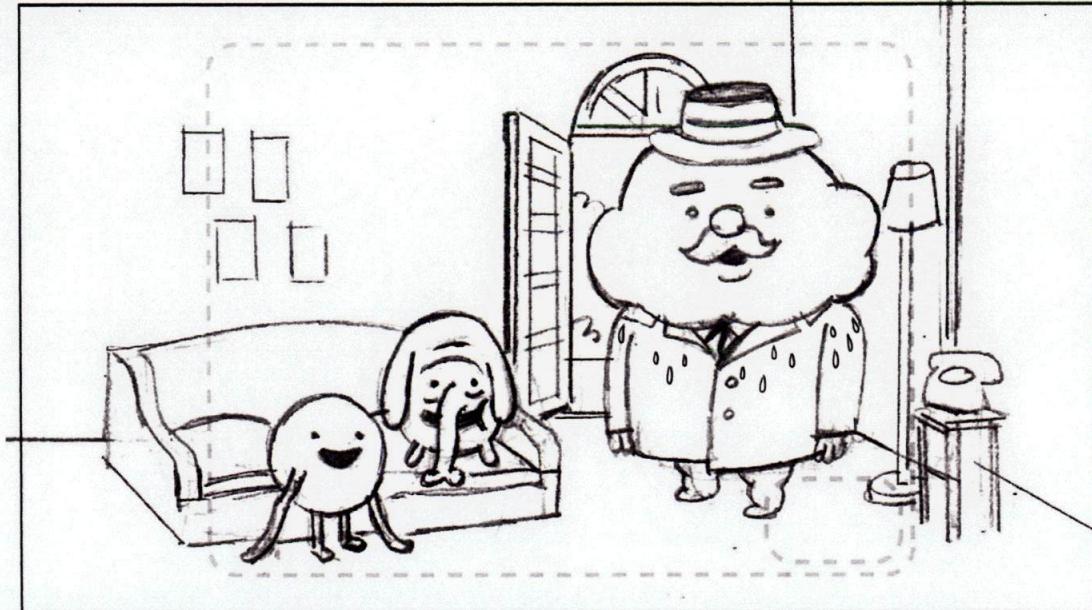


Sc. 87 cont

Pnl. B

Bg.

day night



Dialog:

Action: On the actors, looking at LSP.

The actors are really relieved that LSP likes the raindrops.

JUN 09 2015

Timing:

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1034/223

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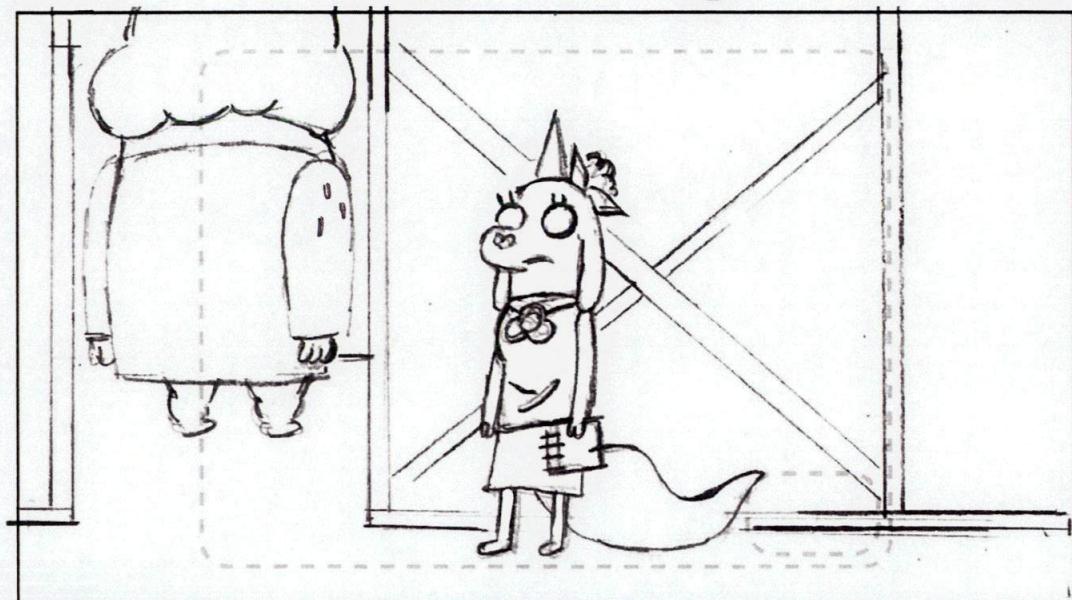
200
Page _____

Sc. 88

Pnl. A

Bg.

day night



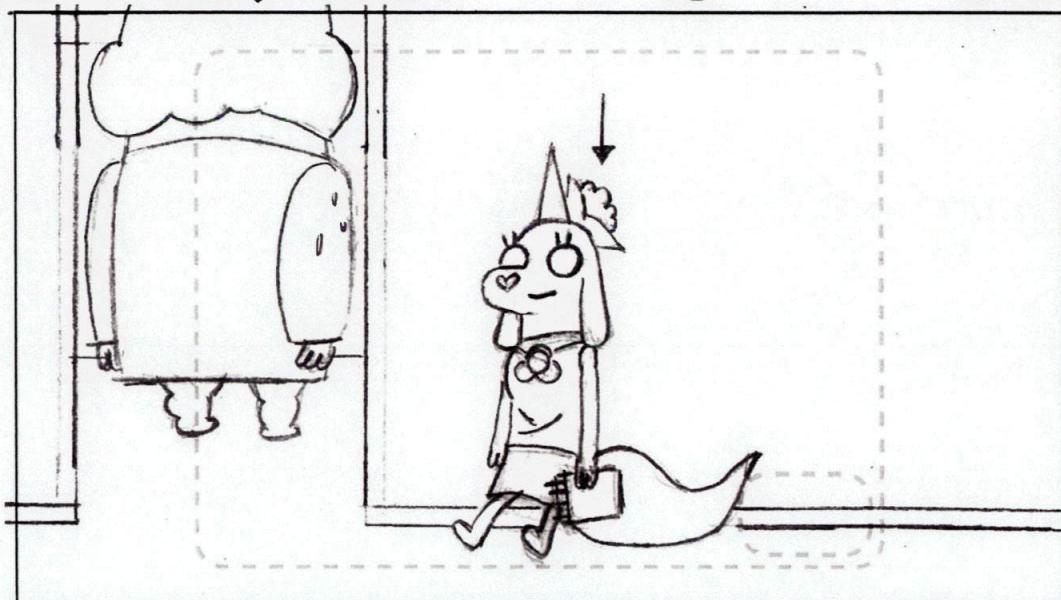
Sc. 88

~~cont~~

Pnl. B

Bg.

day night



Dialog:

Action: On Viola -- she slowly reacts to LSP's positive comment ...

Viola relaxes, with relief!

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



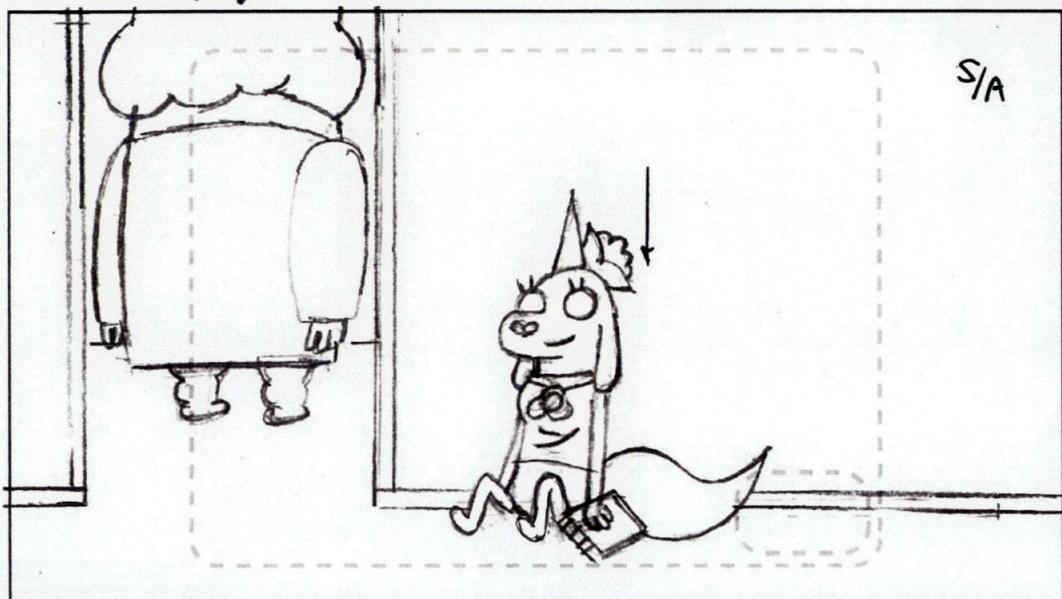
201
Page _____

Sc. 88 *cont*

Pnl. C

Bg.

day night



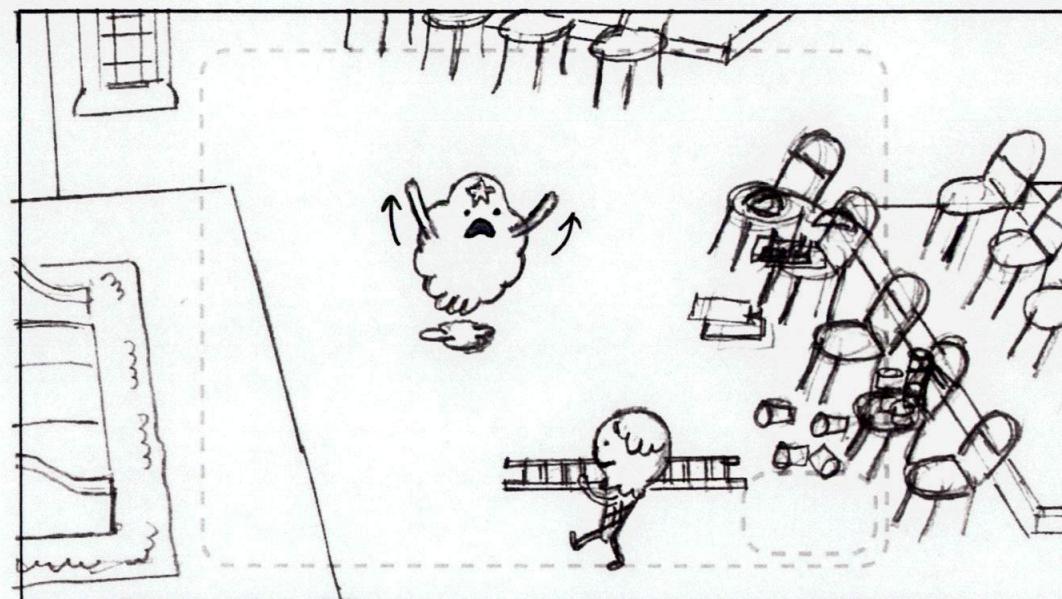
S/A

Sc. 89

Pnl. A

Bg.

day night



Dialog:

LSP: Okay,

SP



Action: Viola slowly slides to the floor, relieved.

Later: LSP is getting psyched-up for another rehearsal -- yelling at everyone.

Stage assistants walk through the scene, busily.

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



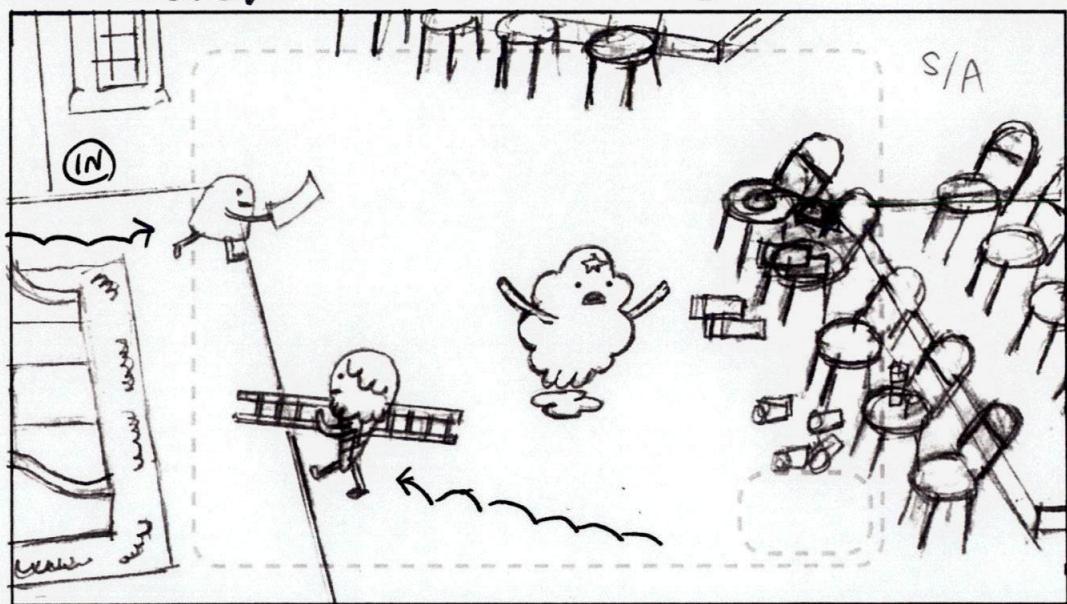
202
Page _____

Sc. 89 *cont*

Pnl. B

Bg.

day night

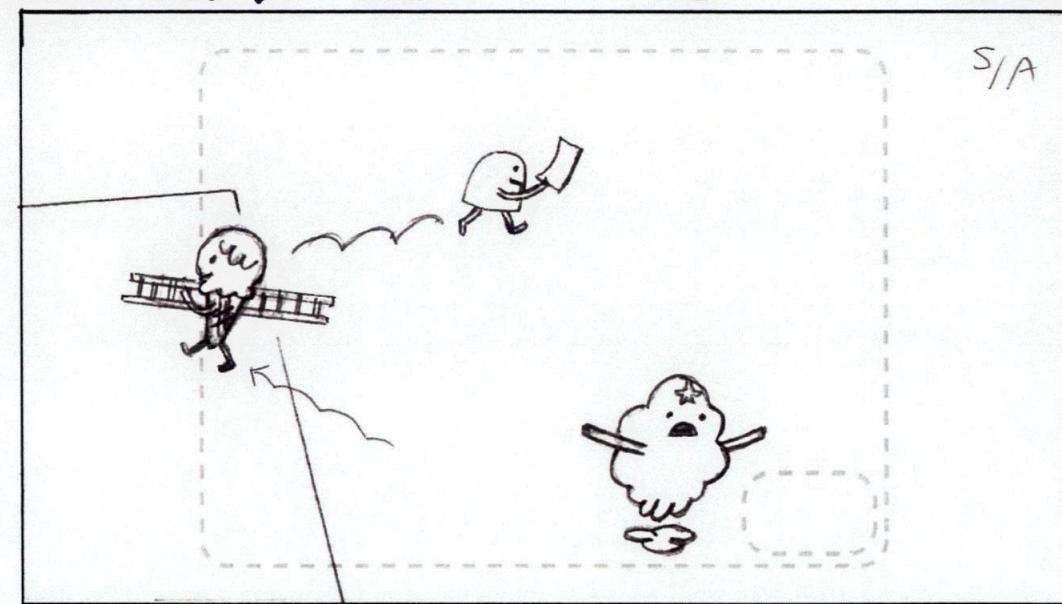


Sc. 89 *cont*

Pnl. C

Bg.

day night



Dialog:

LSP:

LSP: Still lots to finish--

Action:

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



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Page

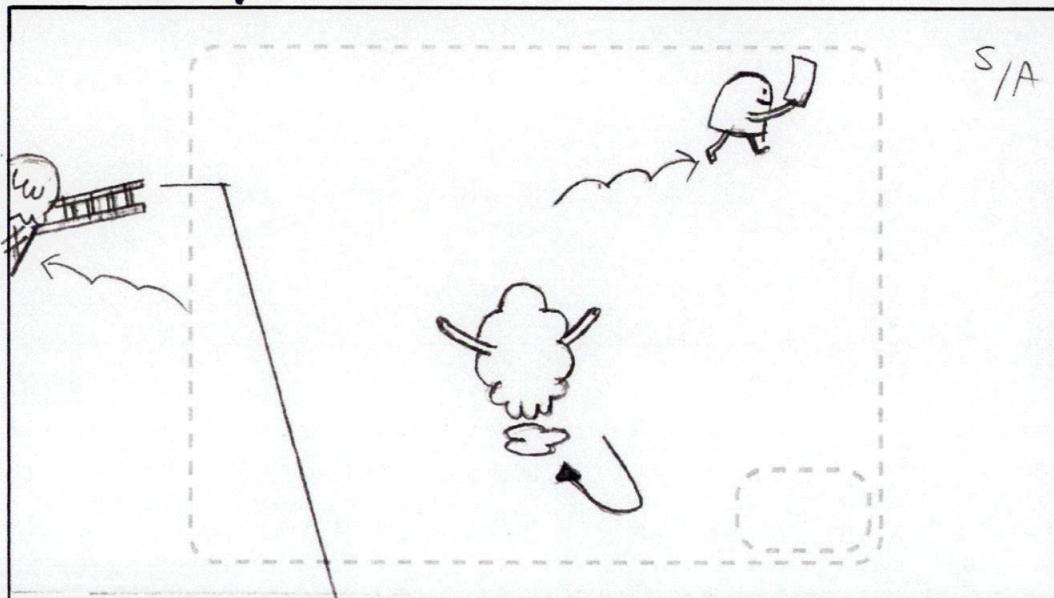
1034 / 223

Sc. 89 *cont*

Pnl. D

Bg.

day night



Sc. 90

Pnl. A

Bg.

day night



Dialog:

LSP: Stay sharp!

LSP (O/S): keep it classy!

MUSIC starts (from O/S)

Action:

-CRUNCHY TRIES ON BUTLER COSTUME.

JUN 09 2015

Timing:

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Production :

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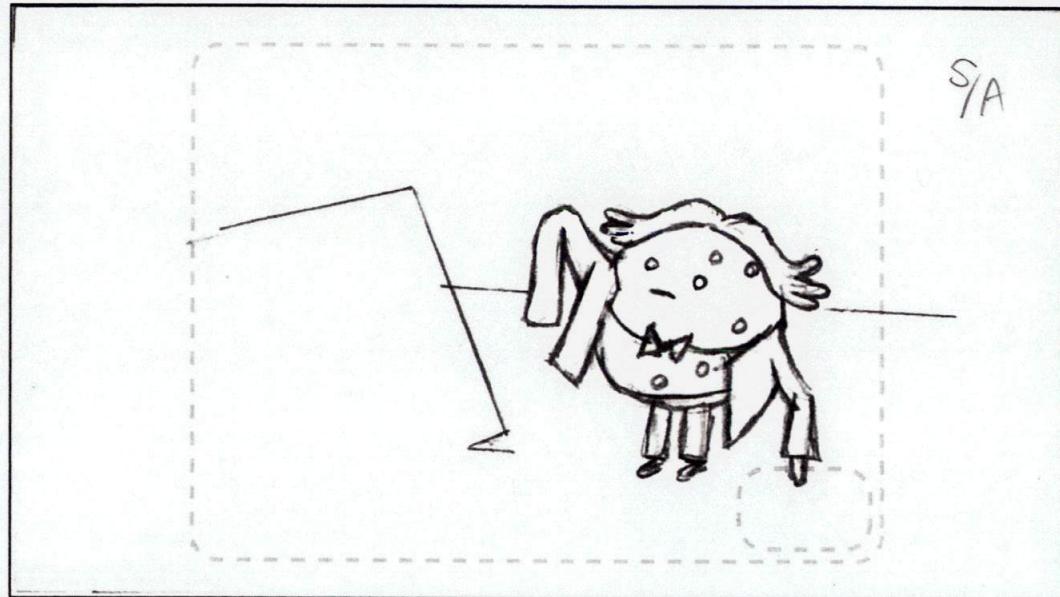
ADVENTURE TIME



Sc. 90 *cont* Pnl. B

Bg.

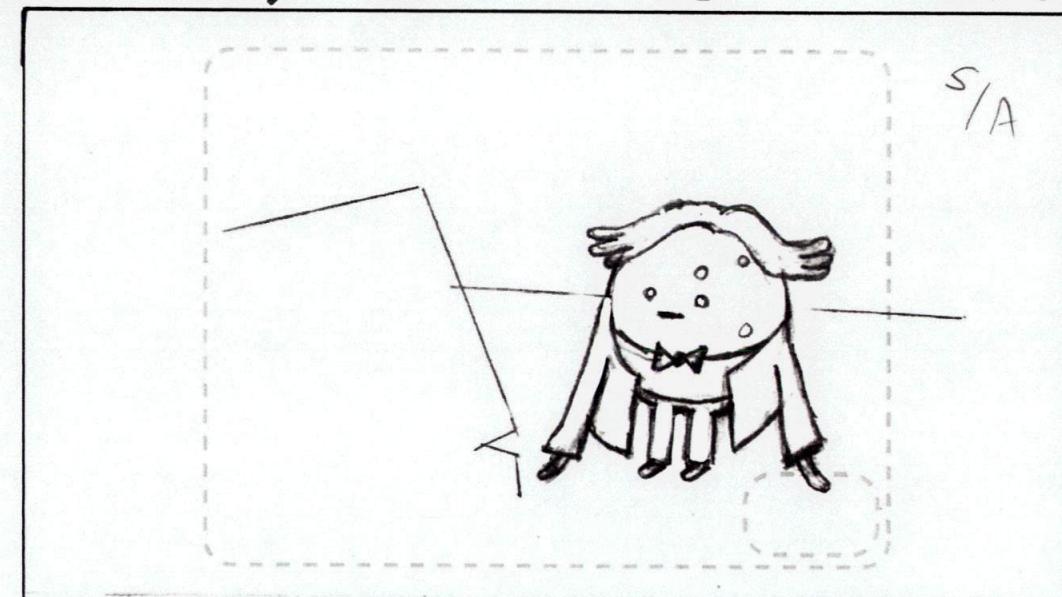
day night



Sc. 90 *cont* Pnl. C

Bg.

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Page
NO PGS 205-206
day night



Dialog:

MUSIC (from O/S)

MUSIC (from O/S)

Action:

JUN 09 2015

Timing:

Production :

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Sc. OUT

Pnl.

Bg.

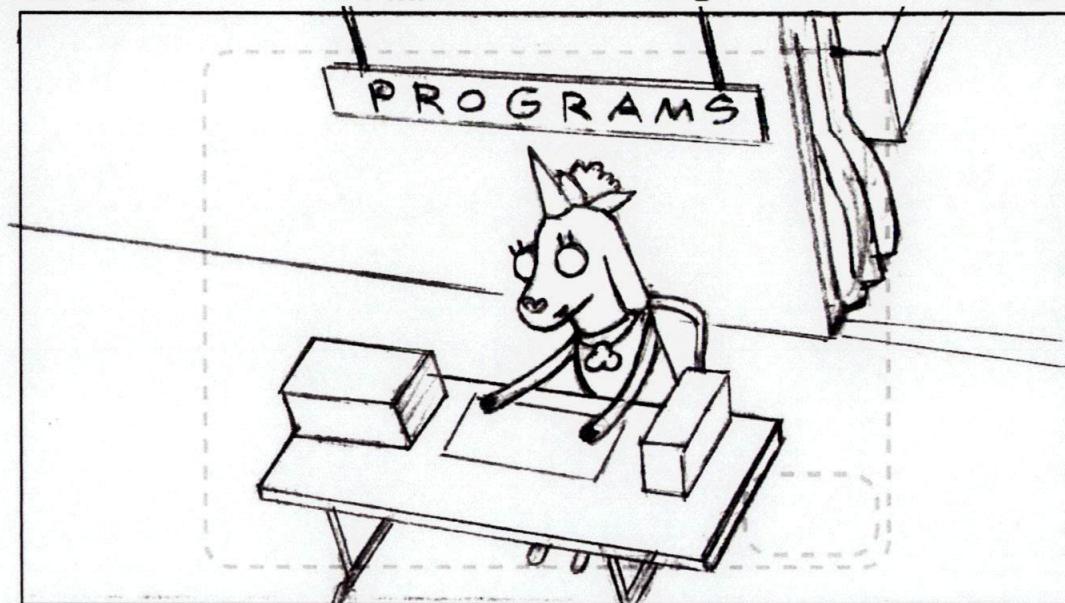
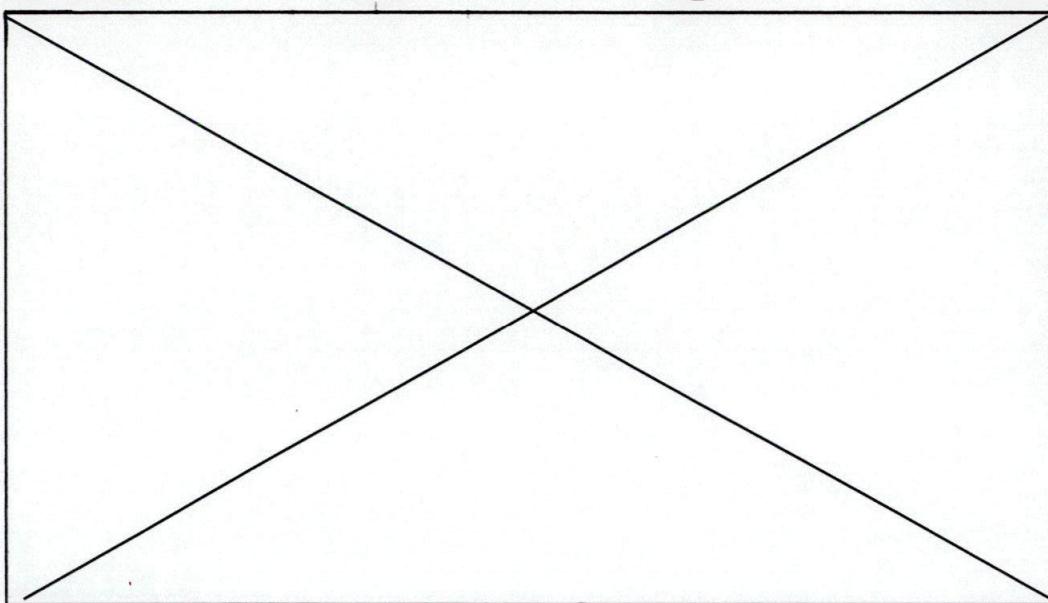
day night

Sc. 93

Pnl. A

Bg.

day night



Dialog:

MUSIC from O/S

Action:

Cut to: Viola folding programs for the play.

JUN 09 2015

Timing:

Production :

1034/223

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ADVENTURE TIME



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Page

Sc. 93 ~~cont~~ Pnl. B

Bg.

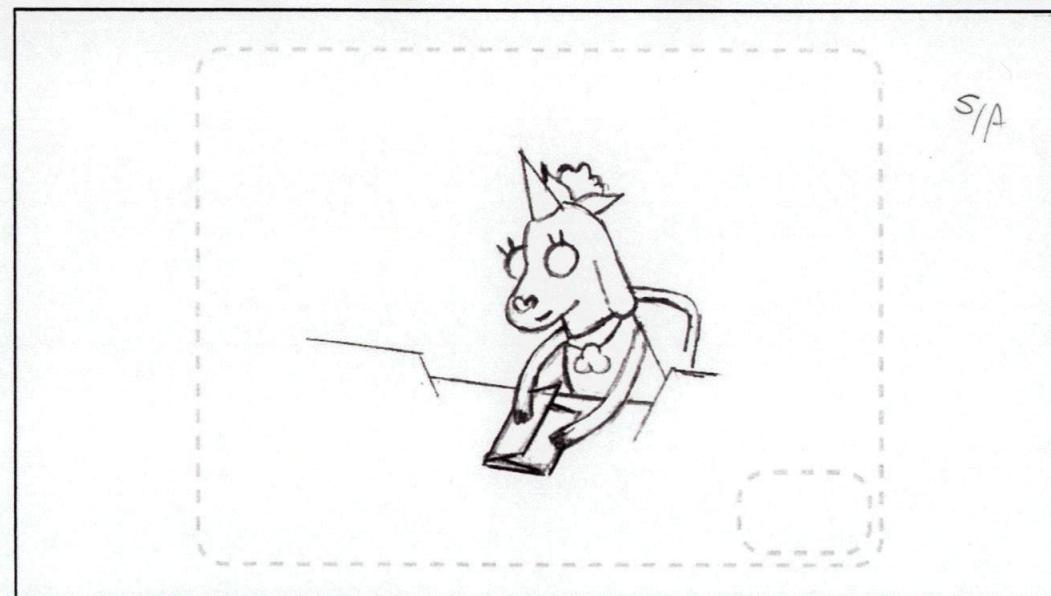
day night



Sc. 93 ~~cont~~ Pnl. C

Bg.

day night



Dialog:

MUSIC from O/S

MUSIC from O/S

Action:

JUN 09 2015

Timing:

Production :

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1034/223

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ADVENTURE TIME



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Page

Sc. 93 *cont*

Pnl. D

Bg.

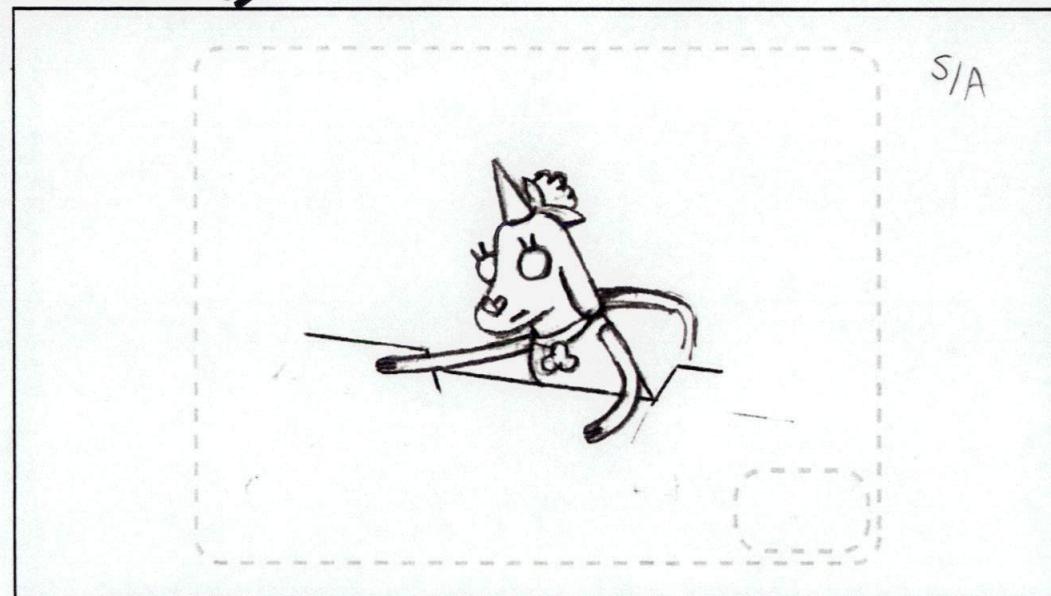
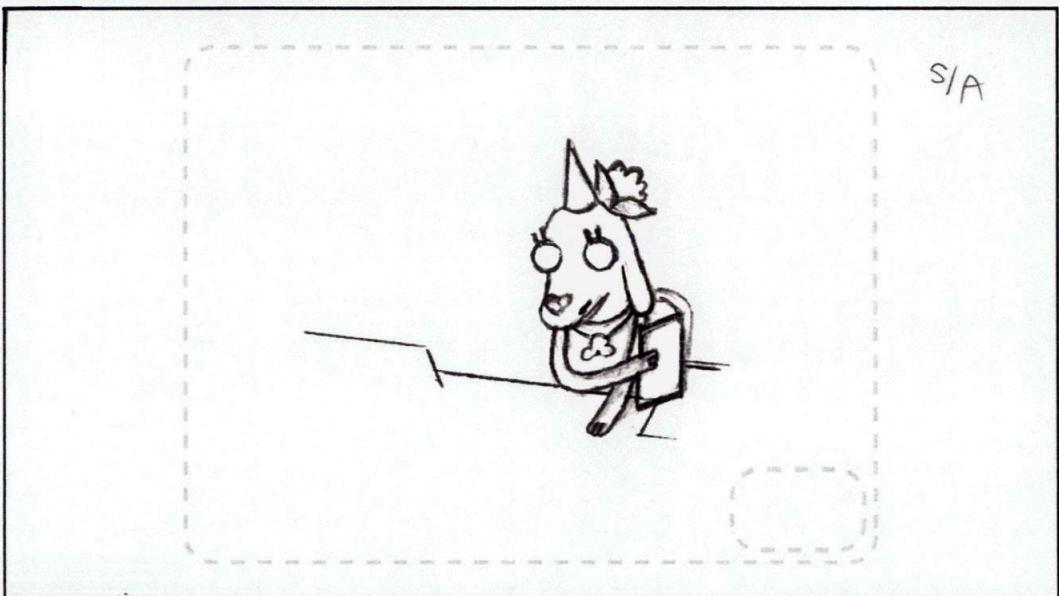
day night

Sc. 93 *cont*

Pnl. E

Bg.

day night



Dialog:

MUSIC from O/S

MUSIC from O/S

Action:

JUN 09 2015

Timing:

Production :

1034/223

ADVENTURE TIME

Sc. 93 *cont*

Pnl. F

Bg.

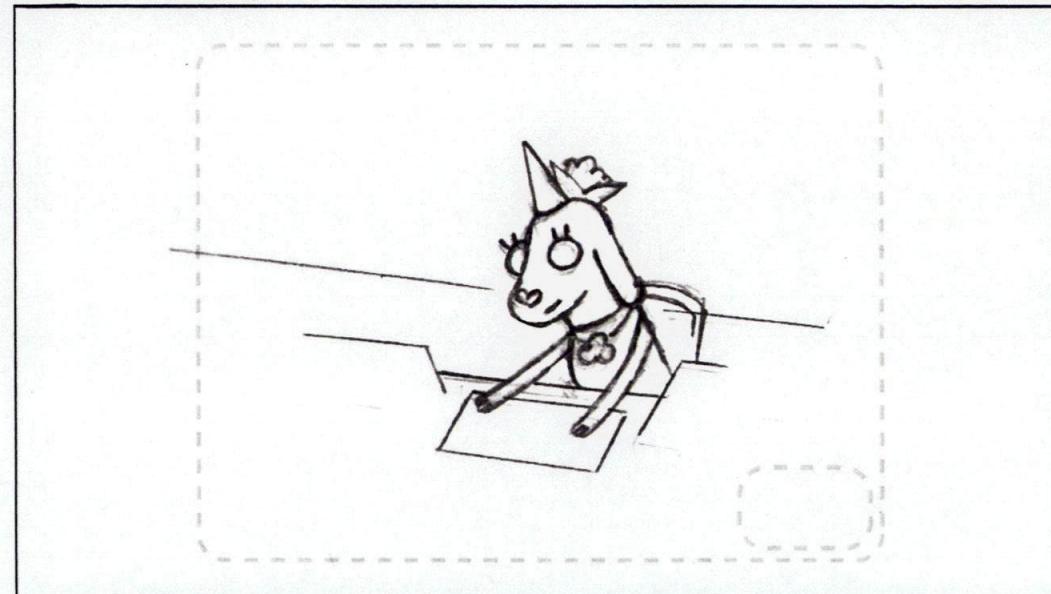
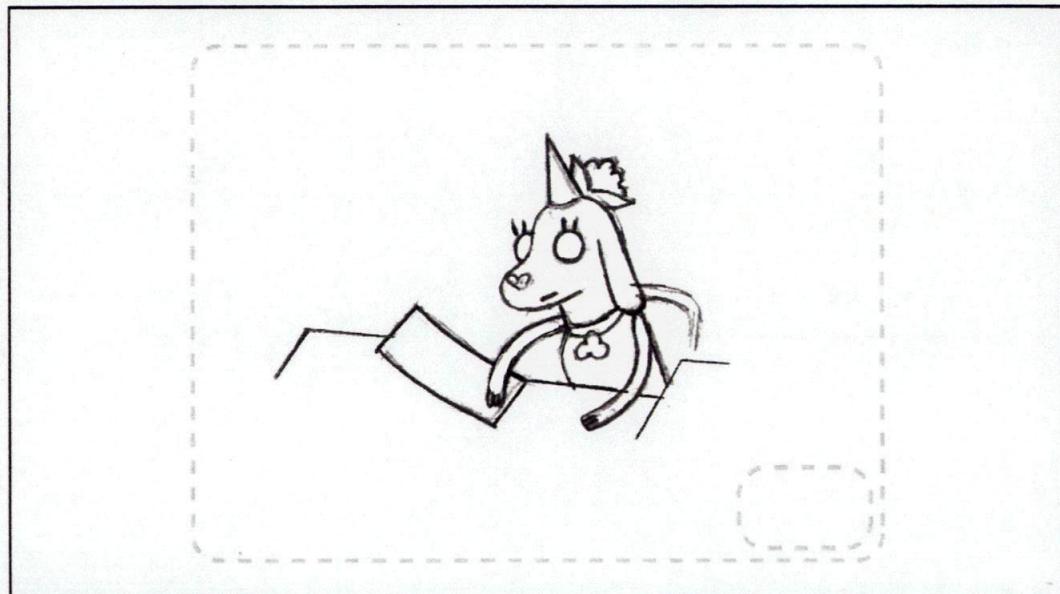
day night

Sc. 93 *cont*

Pnl. G

Bg.

day night

210
Page _____**Dialog:**MUSIC from O/SMUSIC from O/S --- Music ends with a flourish.**Action:**

JUN 09 2015

Timing:

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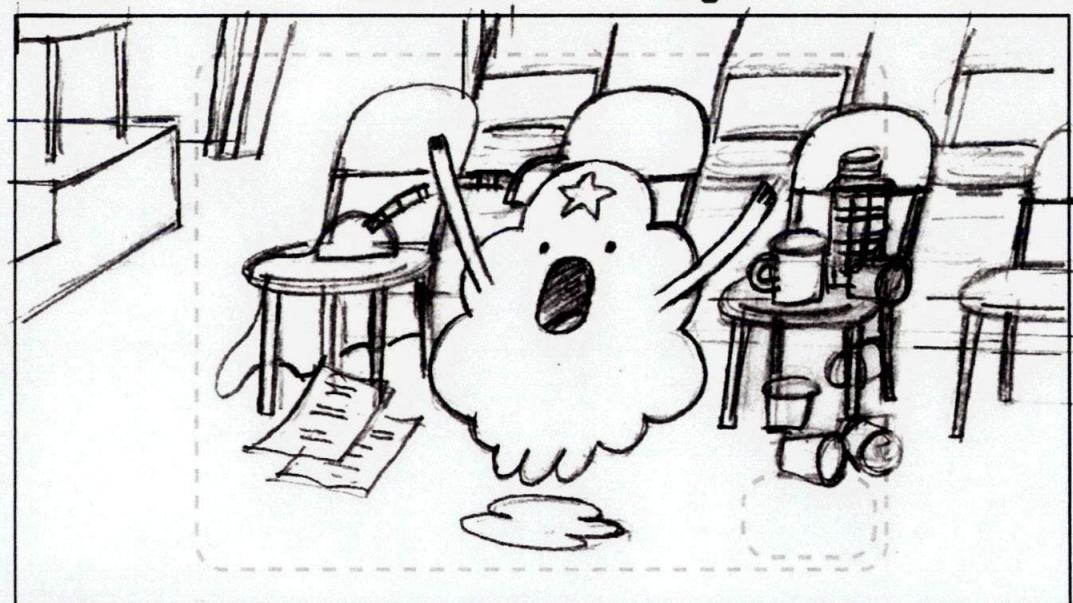
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Page _____

Sc. 94

Pnl. A

Bg.

day night



Sc. 95

Pnl. A

Bg.

day night



Dialog:

LSP: Let's take it from Act 2SFX: Boom-mm-mm. [Thunder]

Action:

LSP shouts instructions to everyone.

SP



Viola makes thunder sound effects again.

- CYCLE (A) + (B)

JUN 09 2015

Timing:



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ADVENTURE TIME

No Sc. 97-98

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Page

Sc. 96

Pnl. A

Bg.

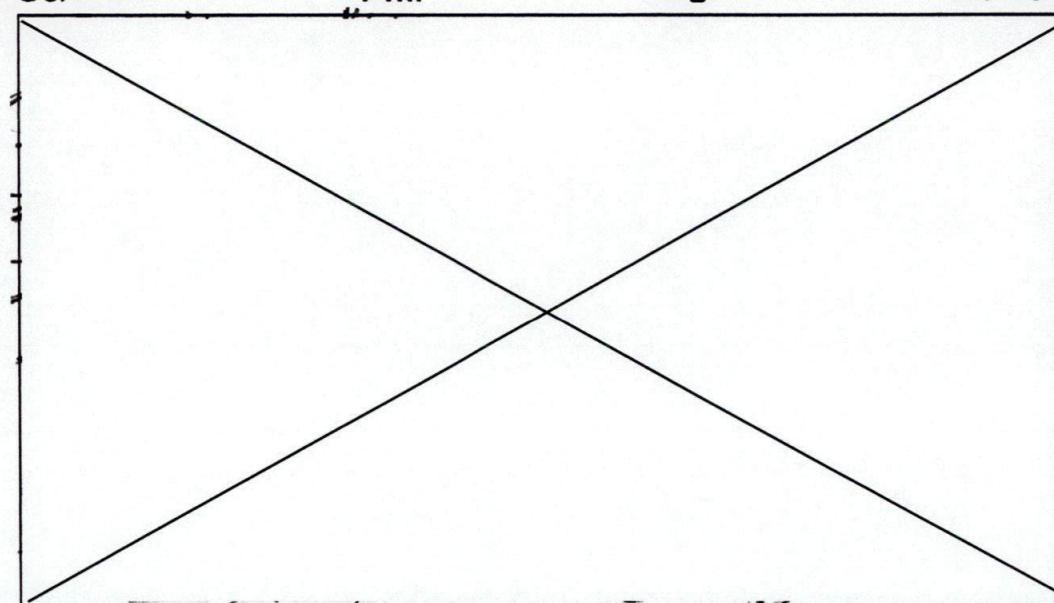
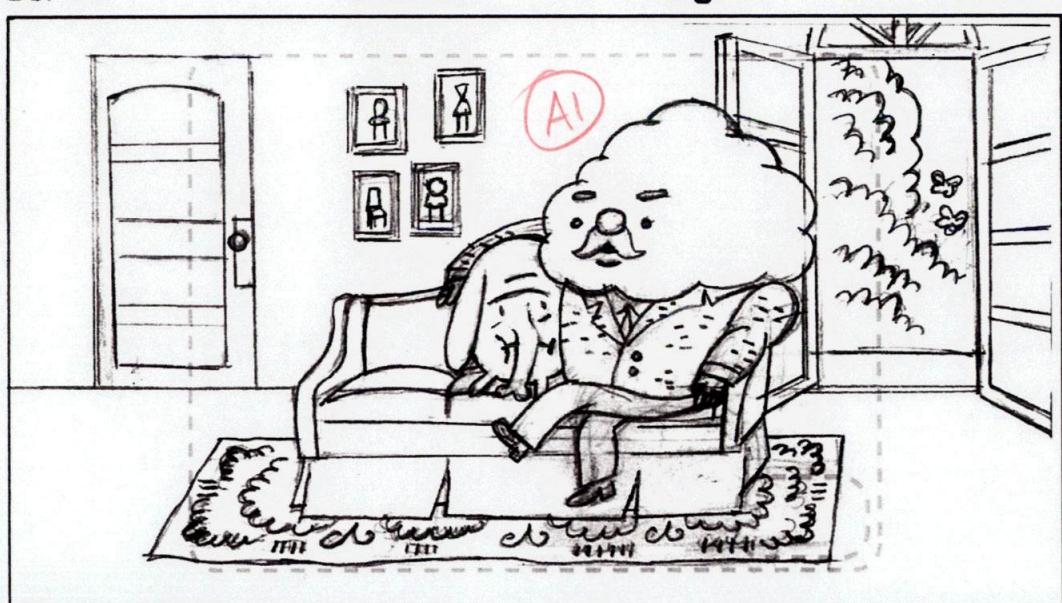
day night

Sc. OUT

Pnl.

Bg.

day night



EPISODE # 1034-223

Production :

1034 / 223

Dialog:

Mr. C: Do you know how lovely you looked this afternoon,
Tree Trunks ---

TT (O/S): Oh Nigel...

LSP (O/S): MI - RAN - DA !

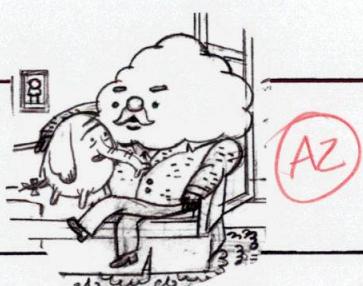
MR. C: --- Miranda Hobson,

Action:

Tree Trunks and Mr. Cupcake are in a romantic scene.

JUN 09 2015

Timing:



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ADVENTURE TIME



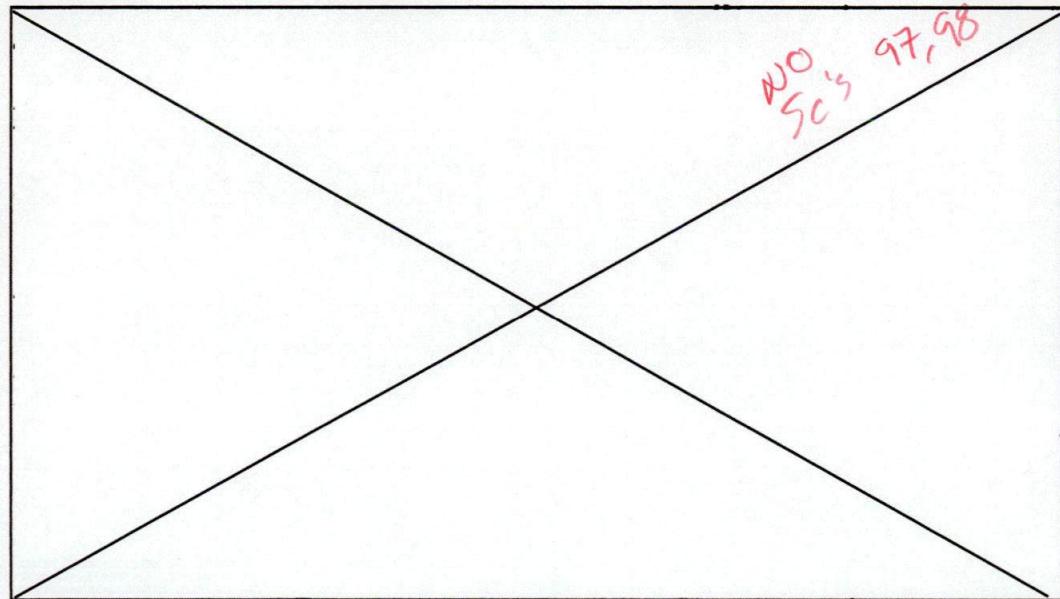
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Page _____

Sc. OUT

Pnl.

Bg.

day night

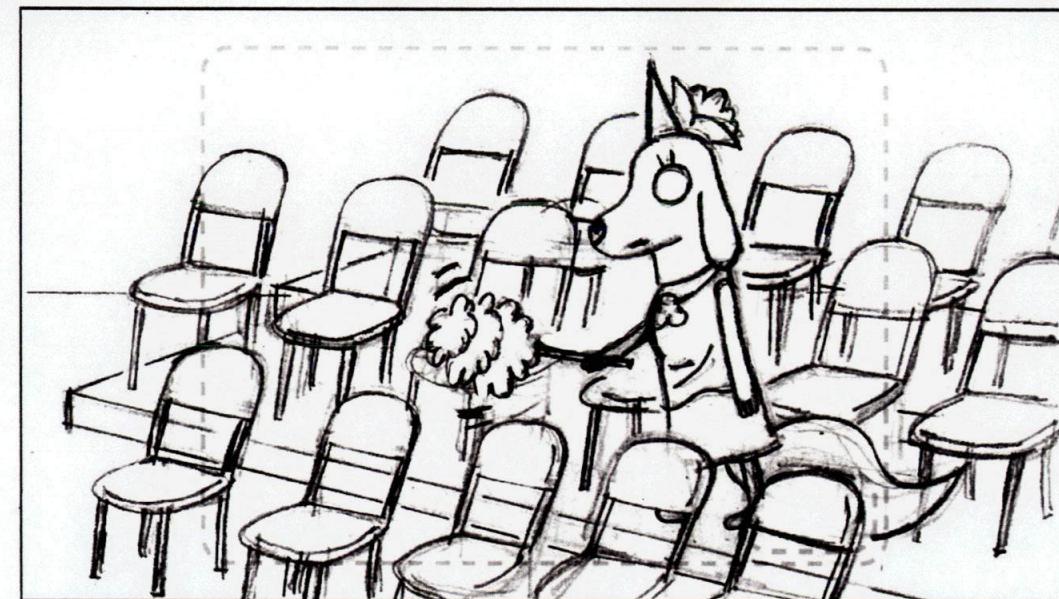


Sc. 99

Pnl. A

Bg.

day night



Dialog:

TT (O/S): You have always made me smile.

Action:

Viola dusts some chairs, with a feather-duster.

JUN 09 2015

Timing:

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Page

Sc. 99 *cont*

Pnl. B

Bg.

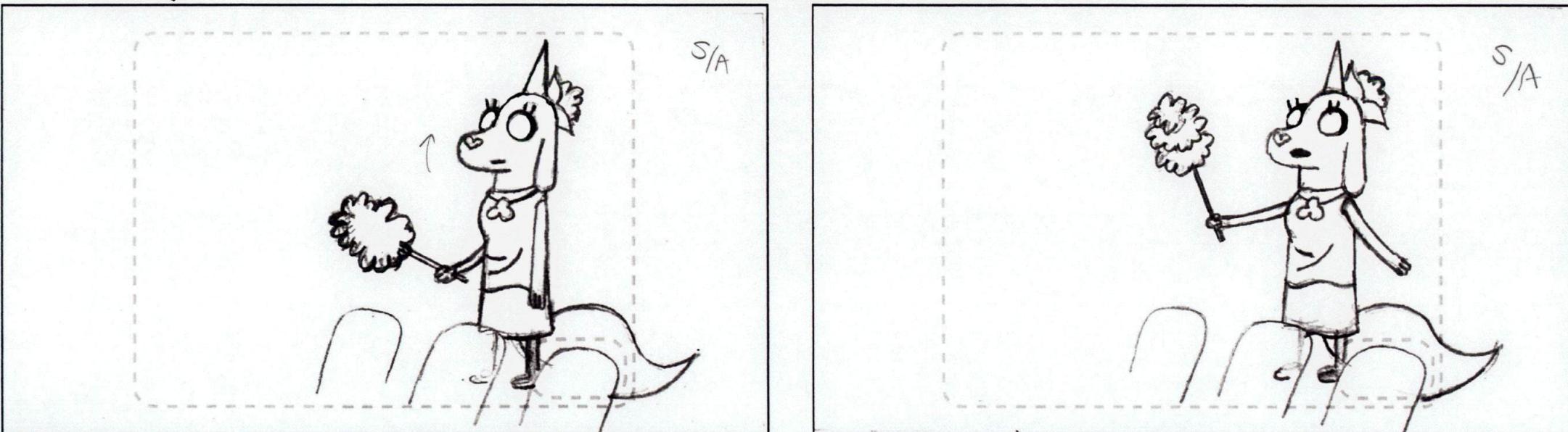
day night

Sc. 99 *cont*

Pnl. C

Bg.

day night



Dialog:

TT (O/S): Even when we met--

Action: Viola pauses from her work, listening to the rehearsal.

Viola lip-syncs the lines of Tree Trunks.

JUN 09 2015

Timing:

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ADVENTURE TIME



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Sc. 101 ~~cont~~ Pnl. B

Bg.

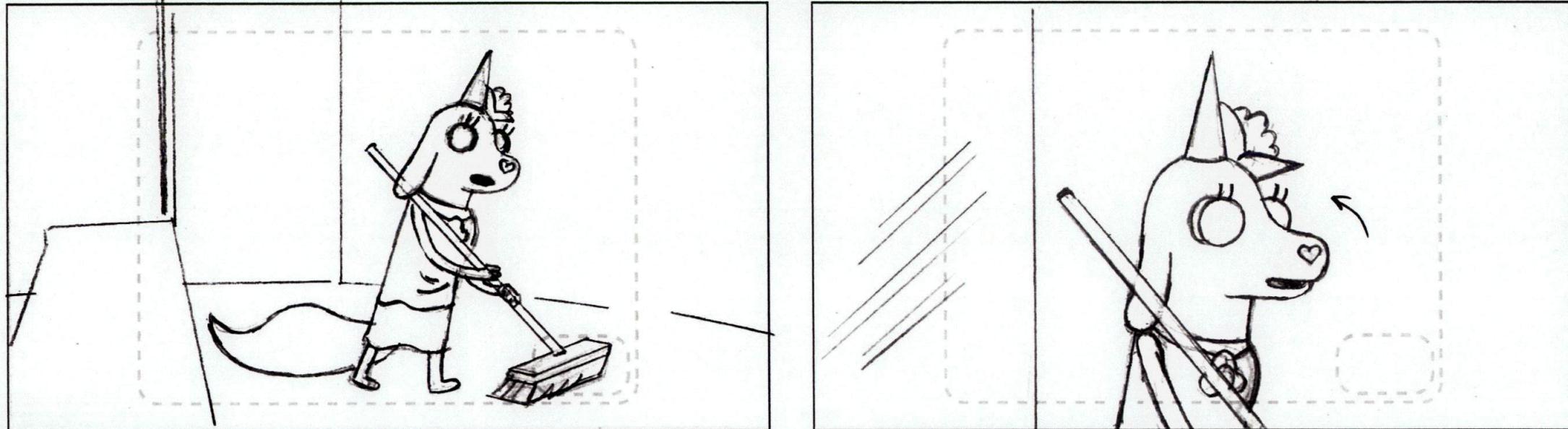
day night

Sc. 102

Pnl. A

Bg.

day night



Dialog:

TT (O/S): You were such a ---

Action:

Closer on Viola, showing her lip-syncing the lines of Tree Trunks.

JUN 09 2015

Timing:

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ADVENTURE TIME



Sc. OUT

Pnl.

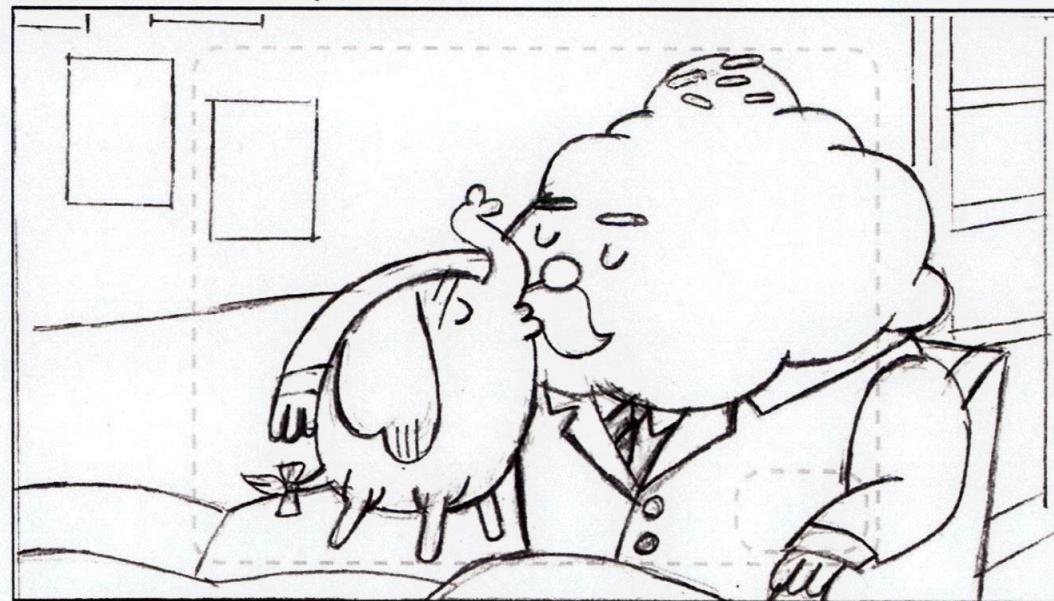
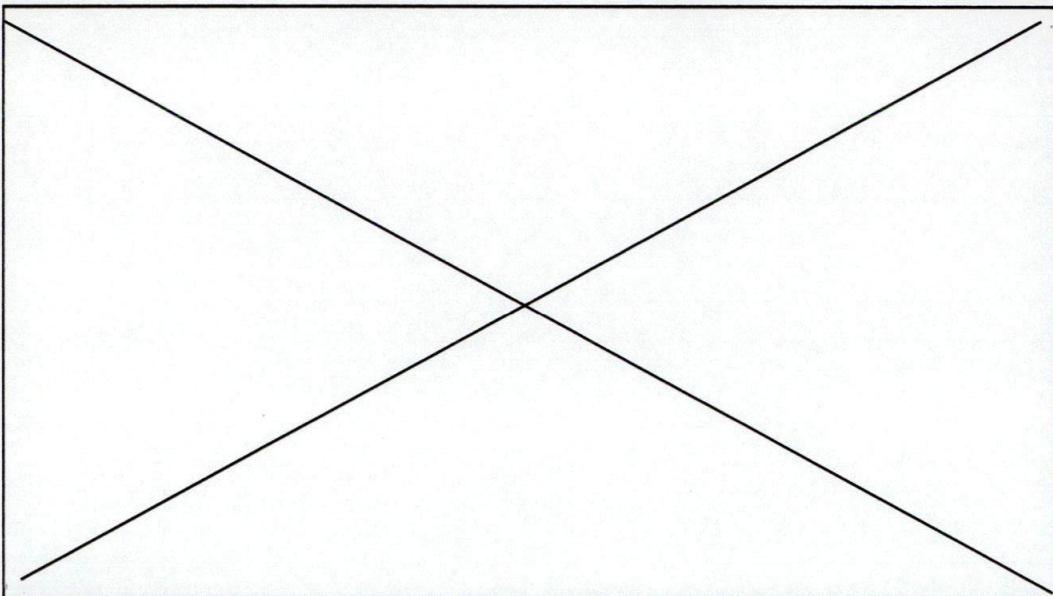
Bg.

day night

Sc. 103 ~~cont~~ Pnl. B

Bg.

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Page
No 1034-223, 220
day night



Dialog:

SFX: Smek.

Action:

JUN 09 2015

Timing:

Production :

ADVENTURE TIME



NO SC'S
104-105

221
Page NO PG 222
day night

Sc. OUT

Pnl.

Bg.

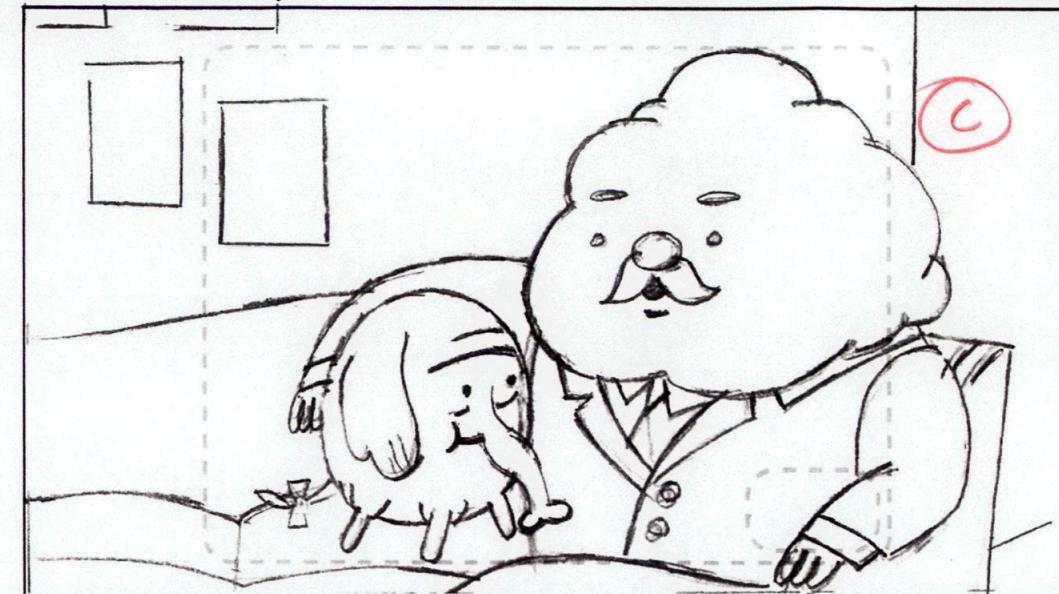
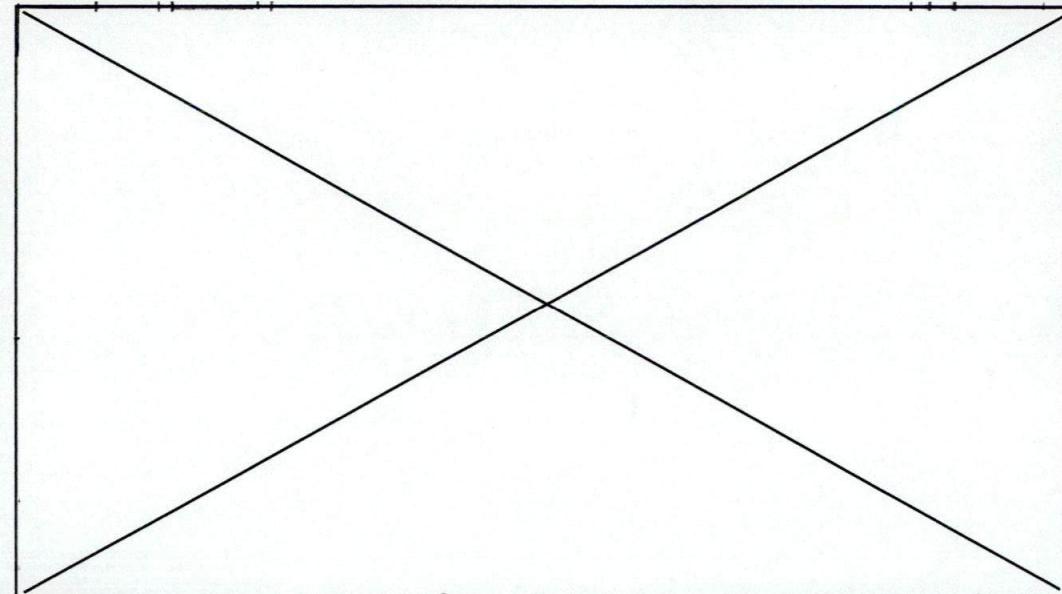
day night

Sc. 103

~~CONT~~

Pnl.C

Bg.

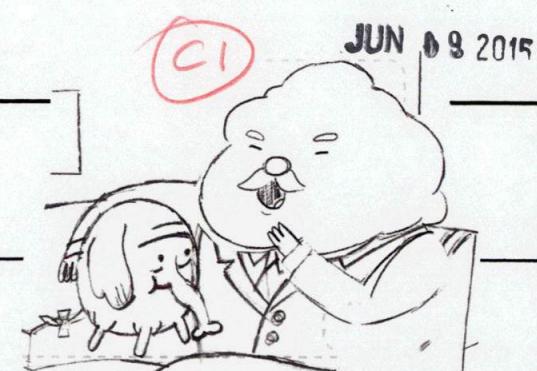


Dialog:

Mr. C: [Yawns]

Action:

Timing:



Production :

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ADVENTURE TIME



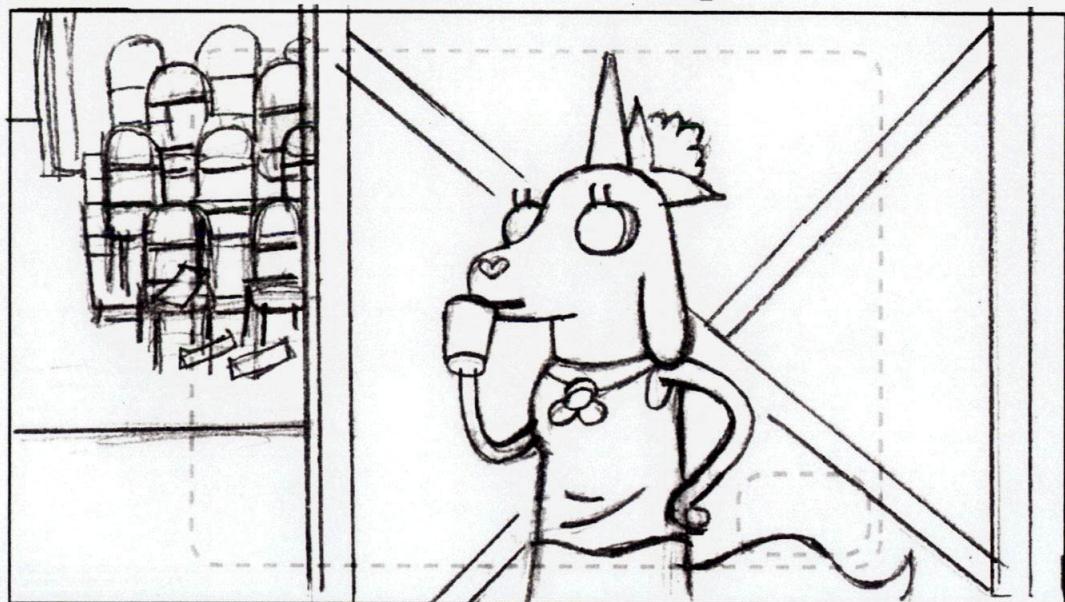
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Page

Sc. 106

Pnl. A

Bg.

day night

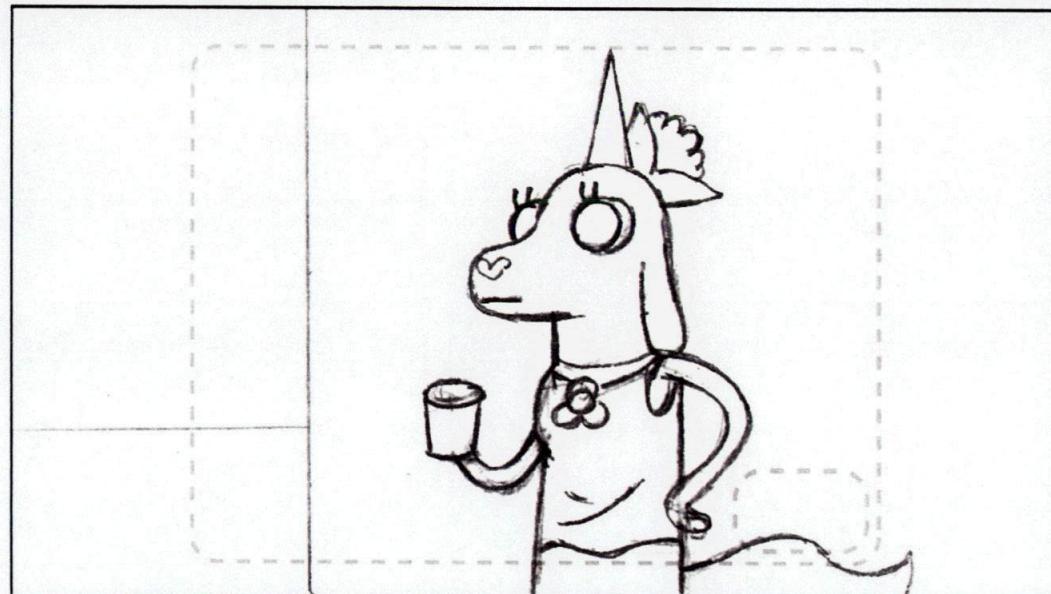


Sc. 106 *cont*

Pnl. B

Bg.

day night



Dialog: Mr C (O/S): I admit I feel quite sleepy ---

Action:

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



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Page _____

Sc. 106 *cont* Pnl. C

Bg.

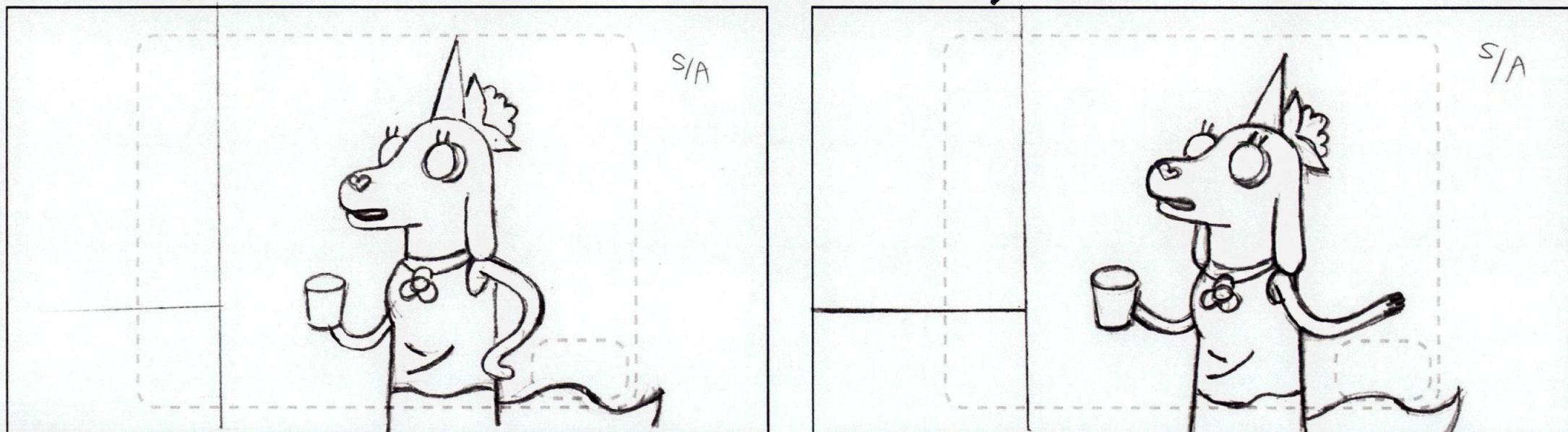
day night

Sc. 106 *cont*

Pnl. D

Bg.

day night



Dialog:

TT (O/S): . . . the summer showers always did affect you
that way!

Action:

Viola lip-syncs the lines of Tree Trunks.

Viola lip-syncs the lines of Tree Trunks.

JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

1034 / 223

ADVENTURE TIME

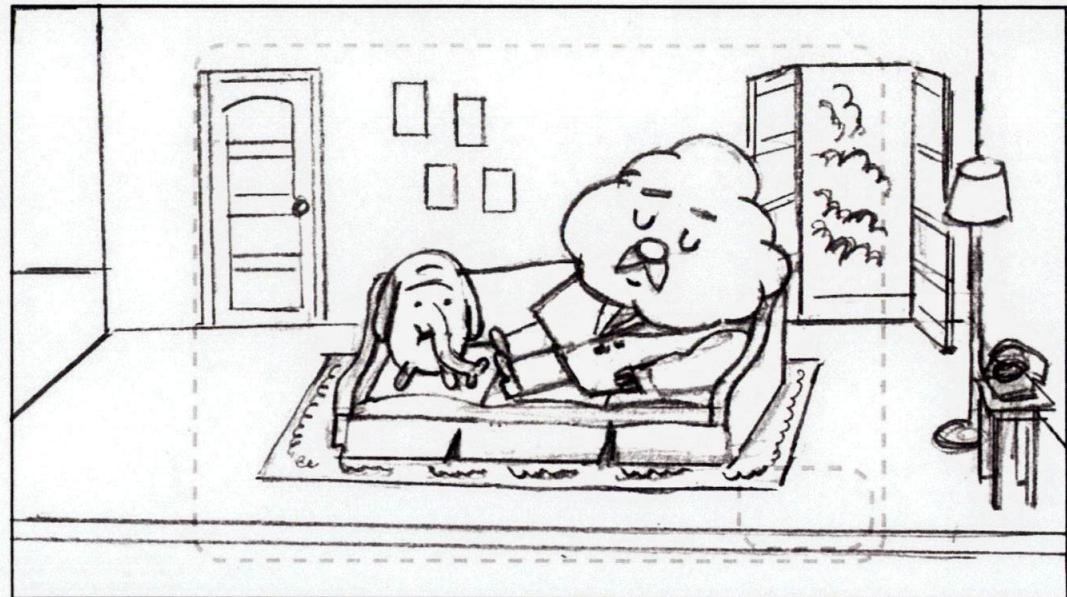
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Sc. 107

Pnl. A

Bg.

day night

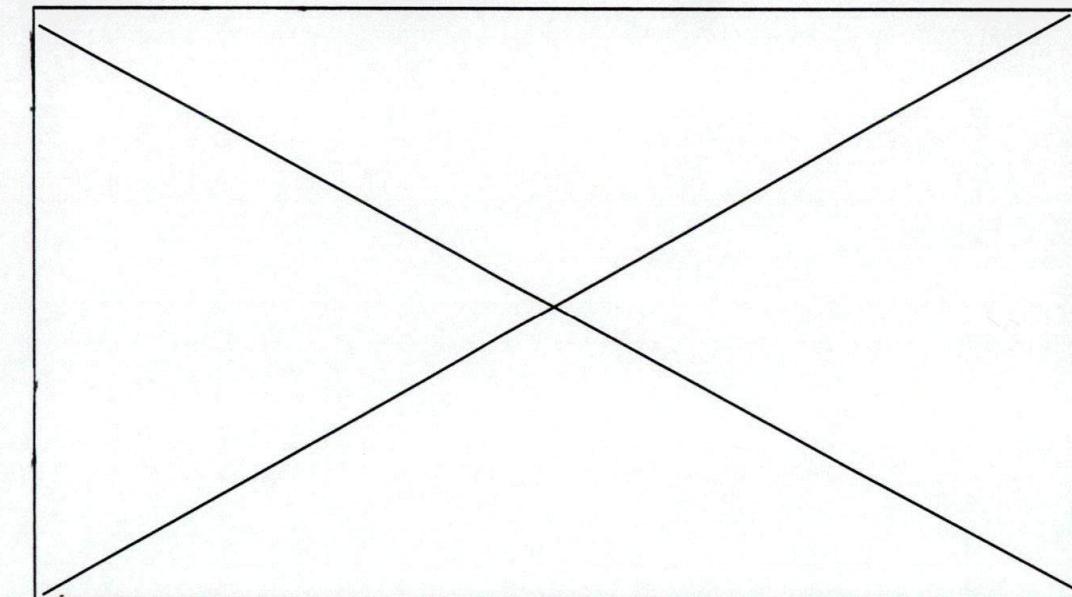


Sc. OUT

Pnl.

Bg.

225
Page
~~NO PGS 226 - 228~~
day night



Dialog:

SFX: Boom-mm-mm. [Thunder]

TT (O/S): I'll Let him rest. After all, the rain can't last forever.

Action:

Cut to: Tree Trunks having a small soliloquy, while Mr. Cupcake is asleep.

JUN 09 201F

Timing:

EPISODE #

1034-223

Production :

1034 / 223

ADVENTURE TIME



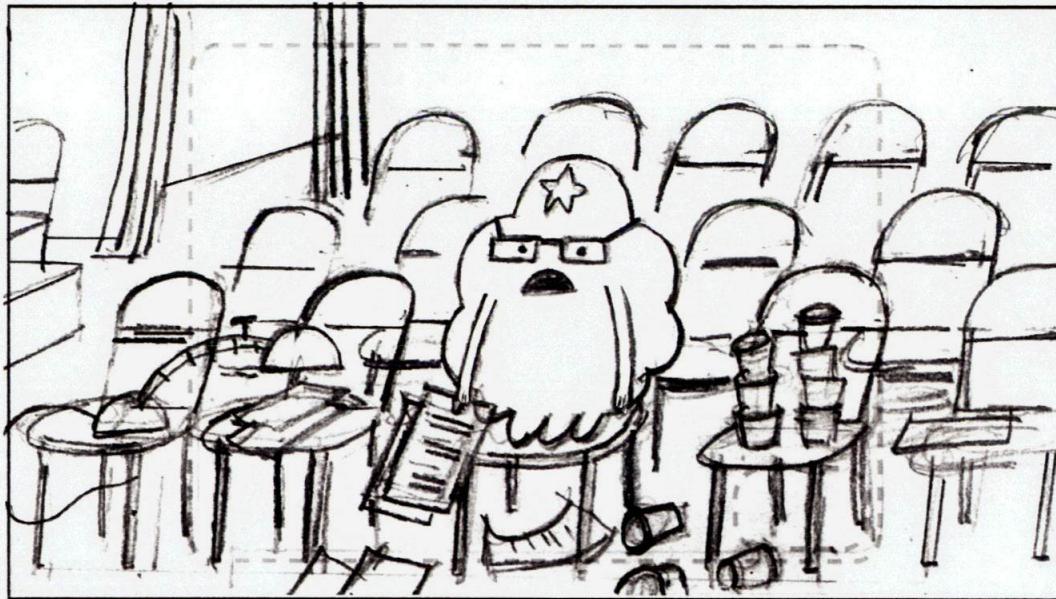
229
Page

Sc. 112

Pnl. A

Bg.

day night



Sc. 112 ~~cont~~

Pnl. B

Bg.

day night



1034/223

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Dialog:

LSP: That was not too bad actually.

SFX: Ring-ring! [British telephone]

SFX: * CLICK *

II (ovs) YES HELLO . . .

Action:

LSP comments on the performances -- she is fairly satisfied now.

SP

LSP looks toward the british phone booth beside the stage.

JUN 09 2015

Timing:



1034-223

EPISODE #

Production :

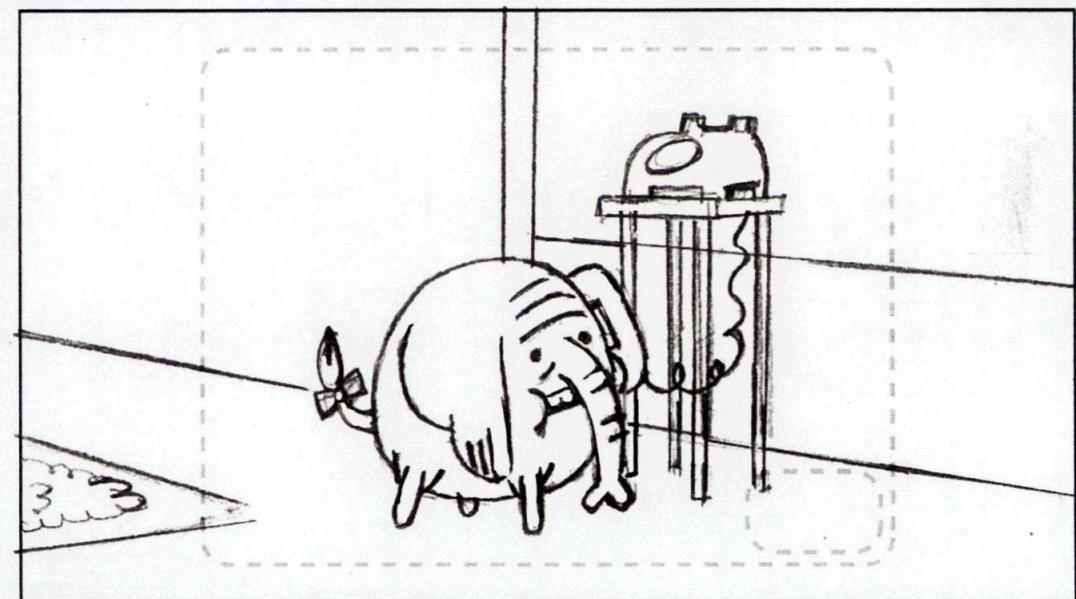
1034 / 223

1034 / 223

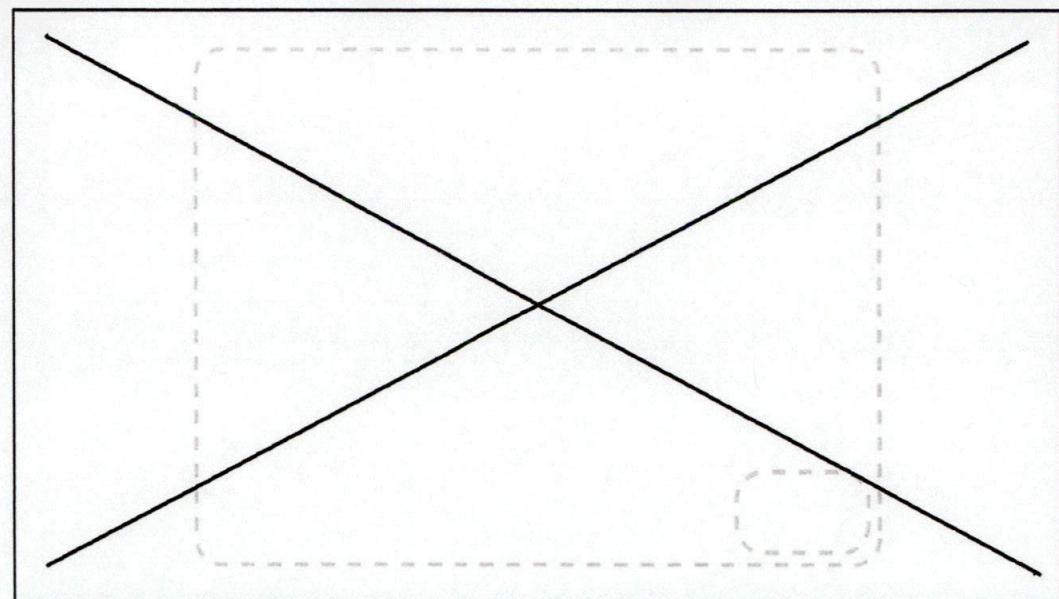
ADVENTURE TIME

Page 230**Sc.** 113**Pnl. A****Bg.**

day night

**Sc.****Pnl.****Bg.**

day night

**Dialog:**

TT: Miranda Hobson speaking.

Action: Tree Trunks talks on the phone.

JUN 09 201^r**Timing:**

Production :

EPISODE # 1034-223

1034/223

1034/223

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ADVENTURE TIME

Sc. 113 *cont* Pnl. B

Bg.



day night

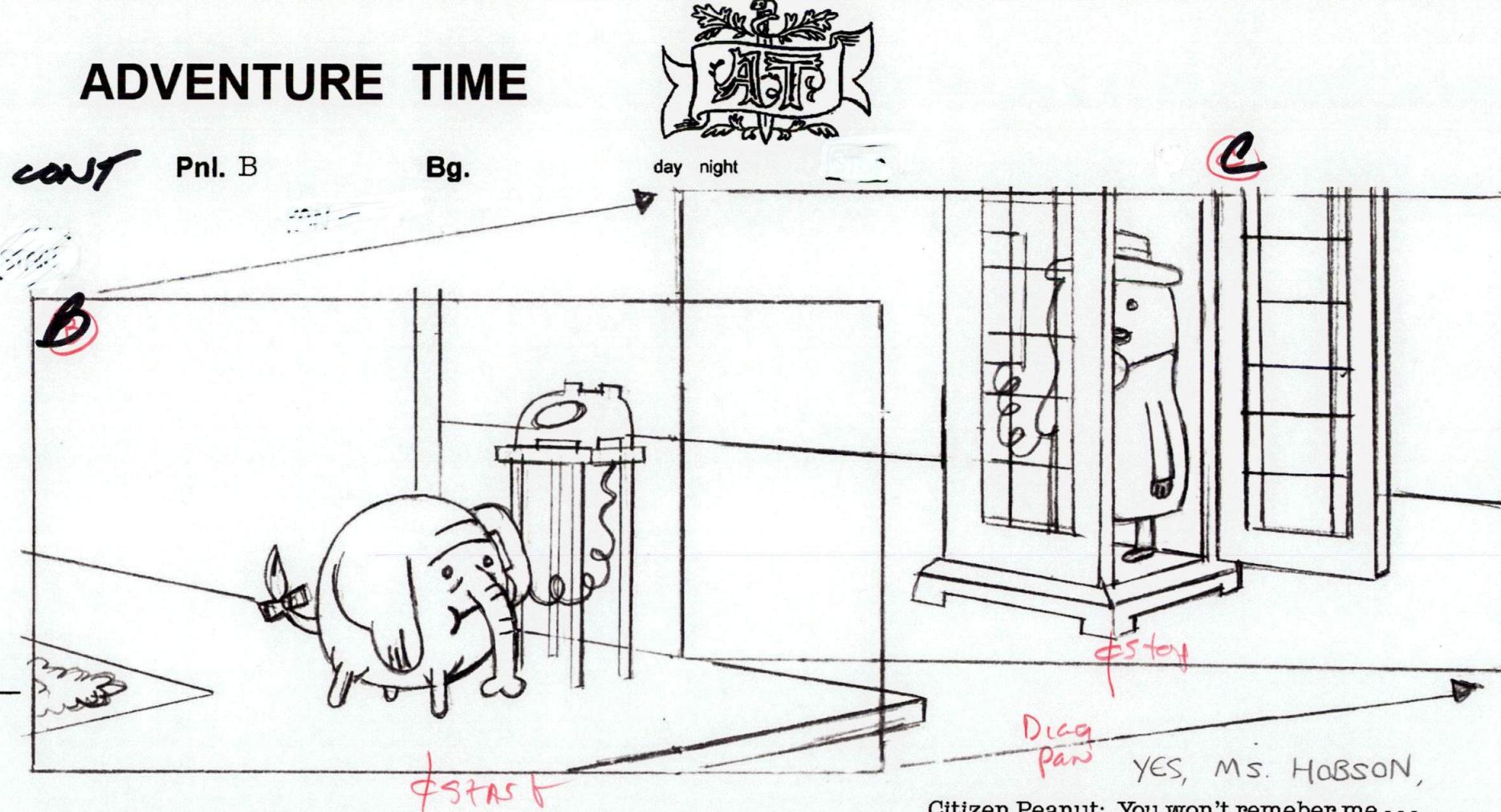
231
Page

EPISODE # 1034-223

Production :

JUN 09 2015

Dialog:



Action:

- Quick pan to phone booth.

Timing:

1034/223

ADVENTURE TIME



Page 232

Sc. 113 *cont*

Pnl. C

Bg.

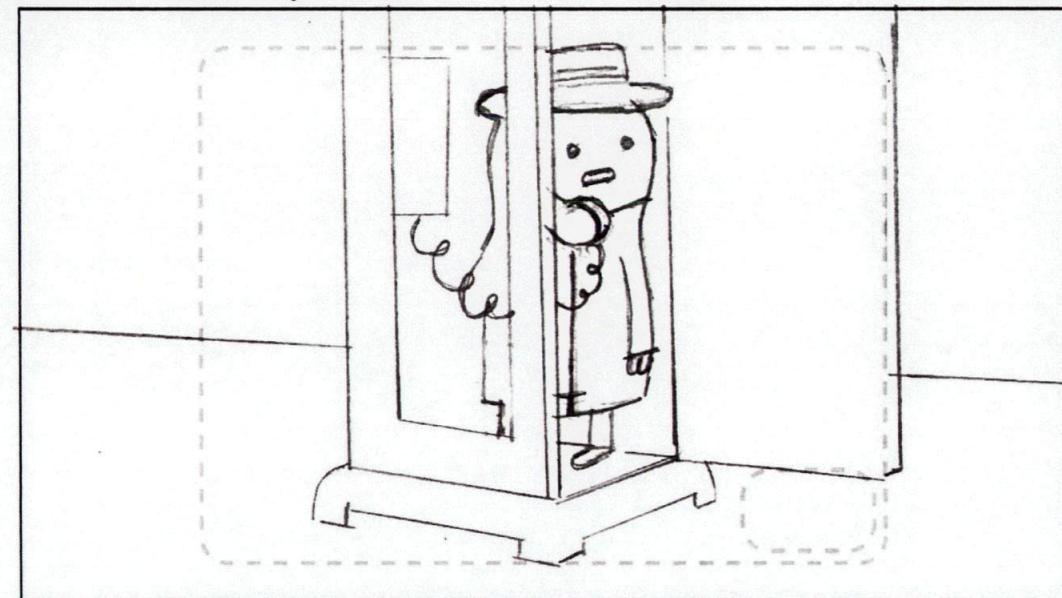
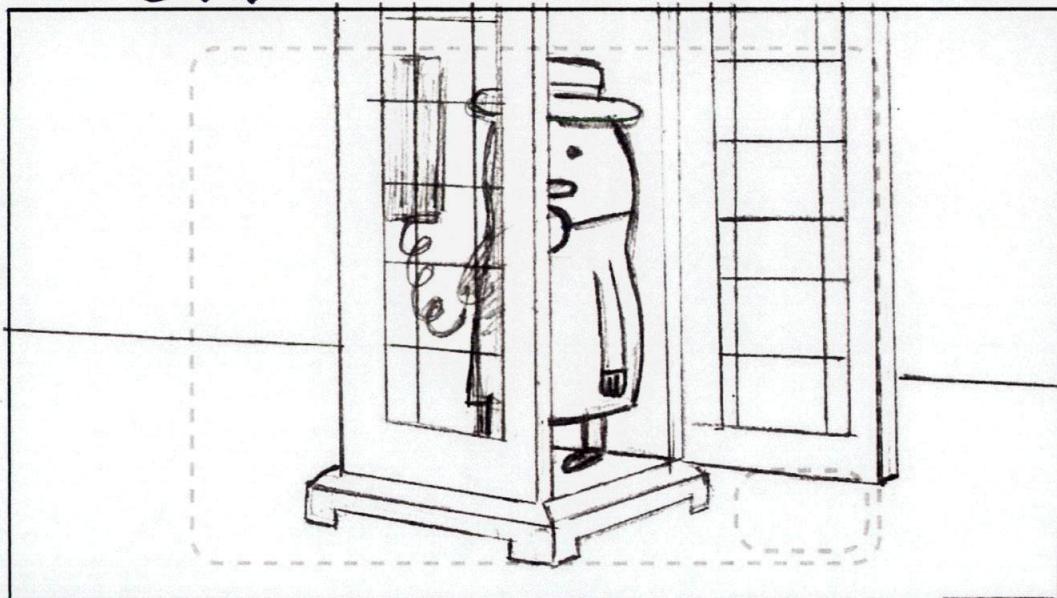
day night

Sc. 113 *cont*

Pnl. D

Bg.

day night



Dialog:

CP: --- but my name is Wilfrid.

CP: We met in April at the Chestnut Festival

AT ST. MARGARET'S SCHOOL .

Action:

Citizen Peanut looks around nervously as he talks.

JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

1034/223

1034/223

ADVENTURE TIME



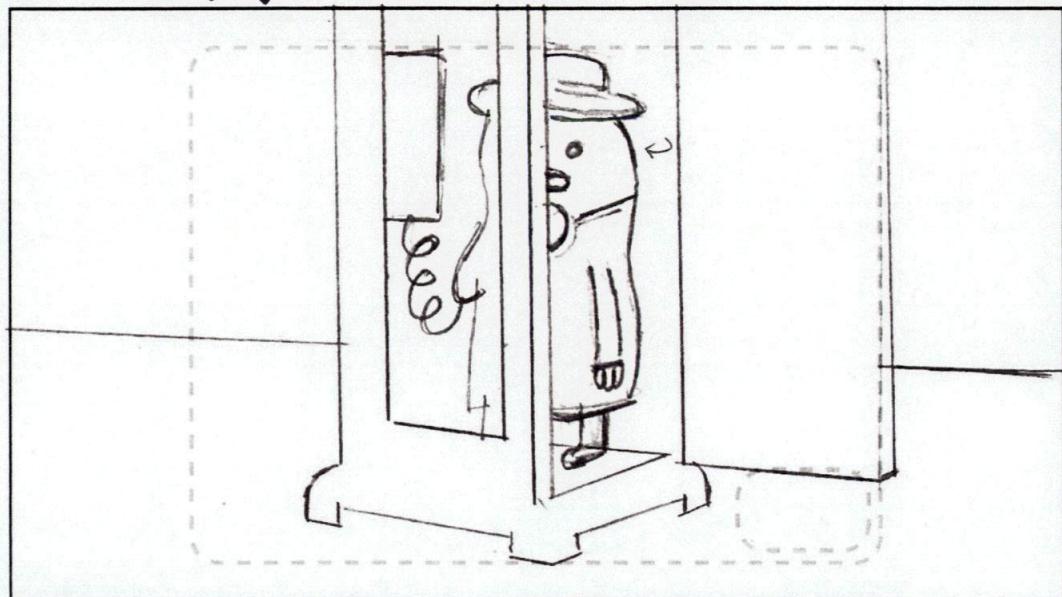
Page 233

Sc. 113 *cont*

Pnl. E

Bg.

day night

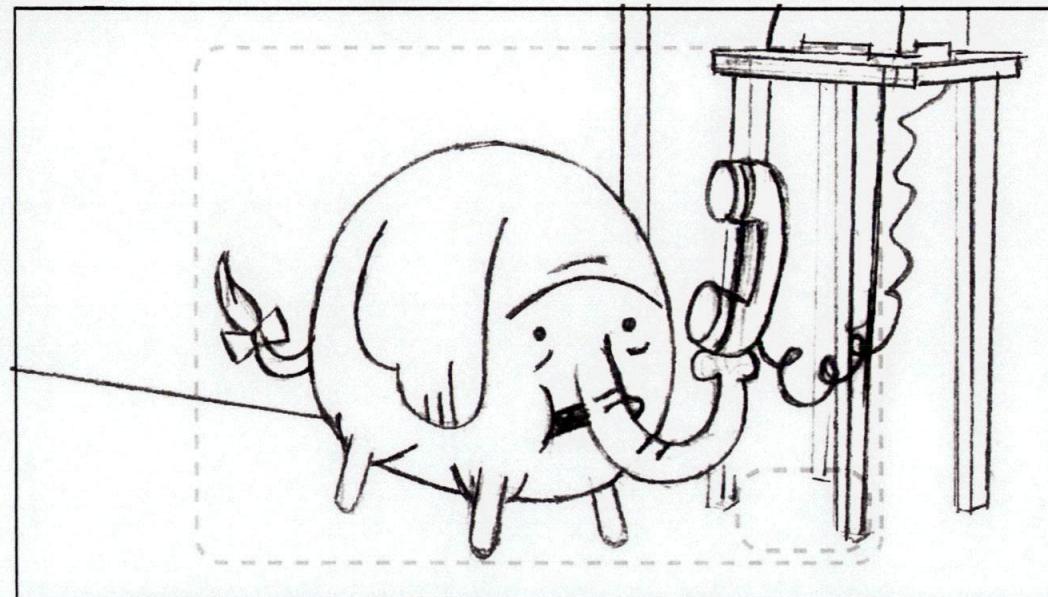


Sc. 114

Pnl. A

Bg.

day night



Dialog:

CP: I'm between trains and thought I might drop by?

TT: No visitors to BULKLEY COTTAGE --

Action:

Tree Trunks (Miranda Hobson) makes a comment to herself.

JUN 09 2015

Timing:

Production :

ADVENTURE TIME



234
Page _____

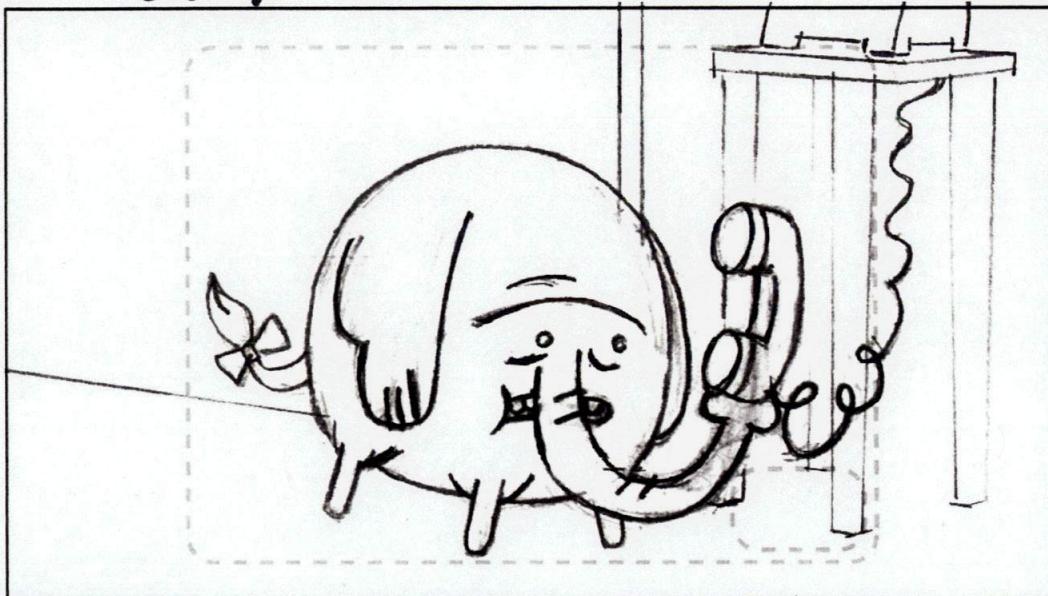
Sc. 114

cont

Pnl. B

Bg.

day night

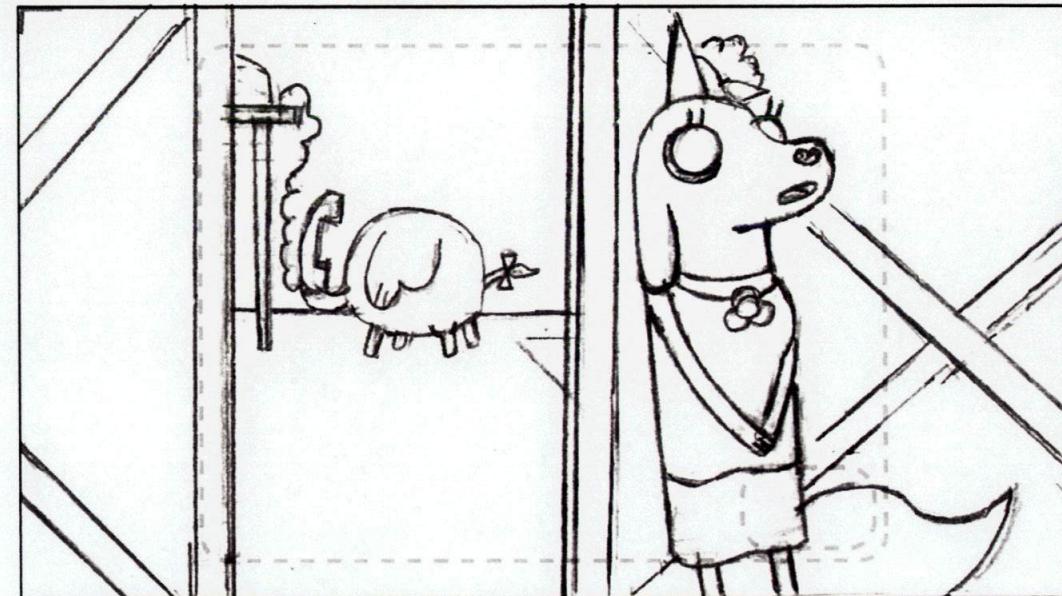


Sc. 115

Pnl. A

Bg.

day night



Dialog:

TT: --- ALL SEASON, --

TT: ... and now, two

Action:

Backstage, Viola lip-syncs the lines of Tree Trunks.

Timing:

JUN 09 2015

Production :

1034/223

ADVENTURE TIME

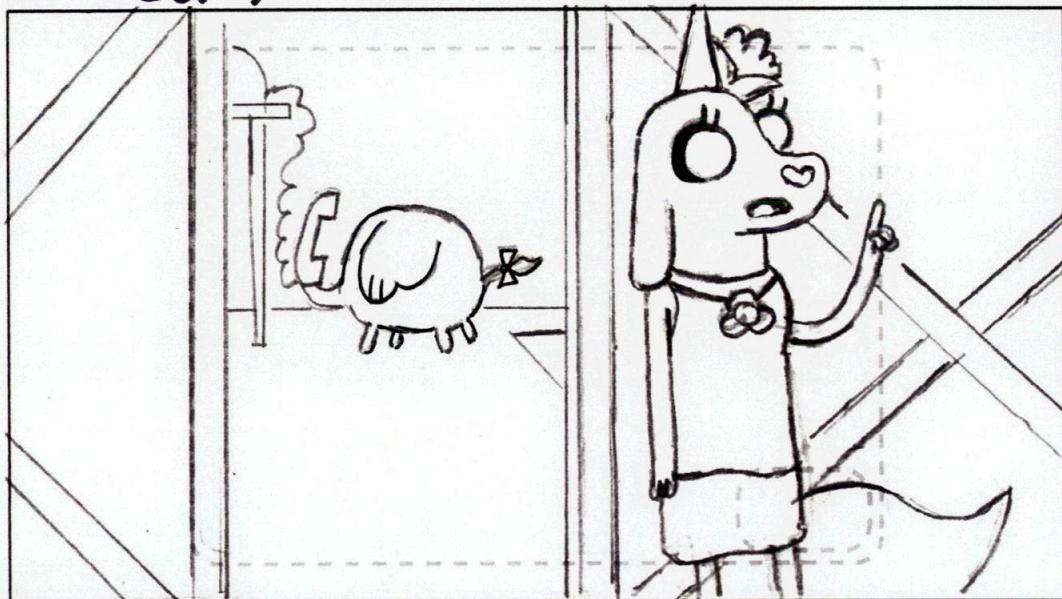
No scene 117



Sc. 115 cont Pnl. B

Bg.

day night

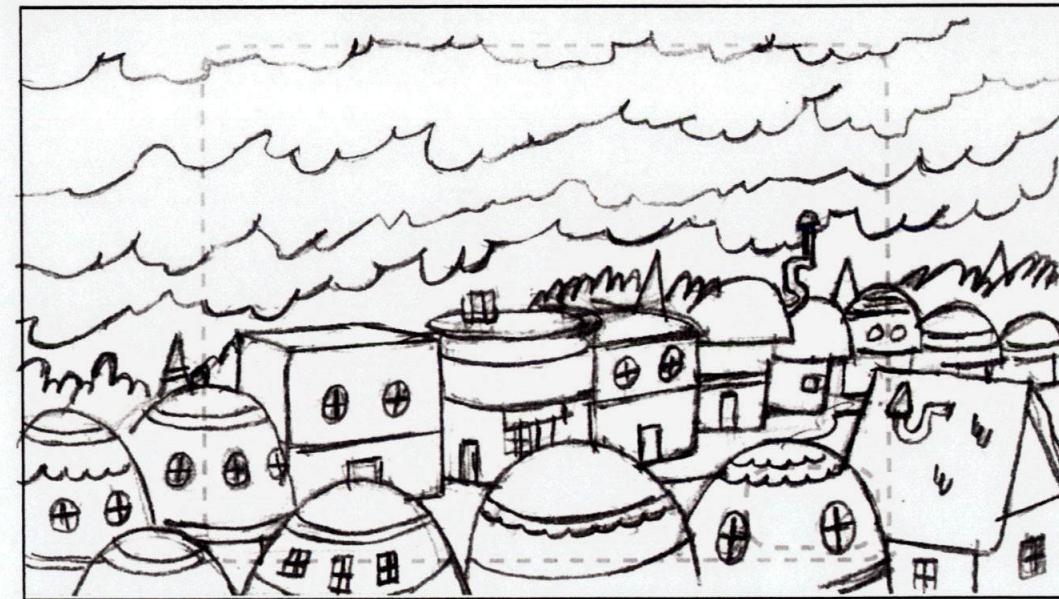


Sc. 116

Pnl. A

Bg.

235
Page NO PG 236
day night



Dialog: TT (O/S): in one day

Action:
Viola lip-syncs the lines of Tree trunks.

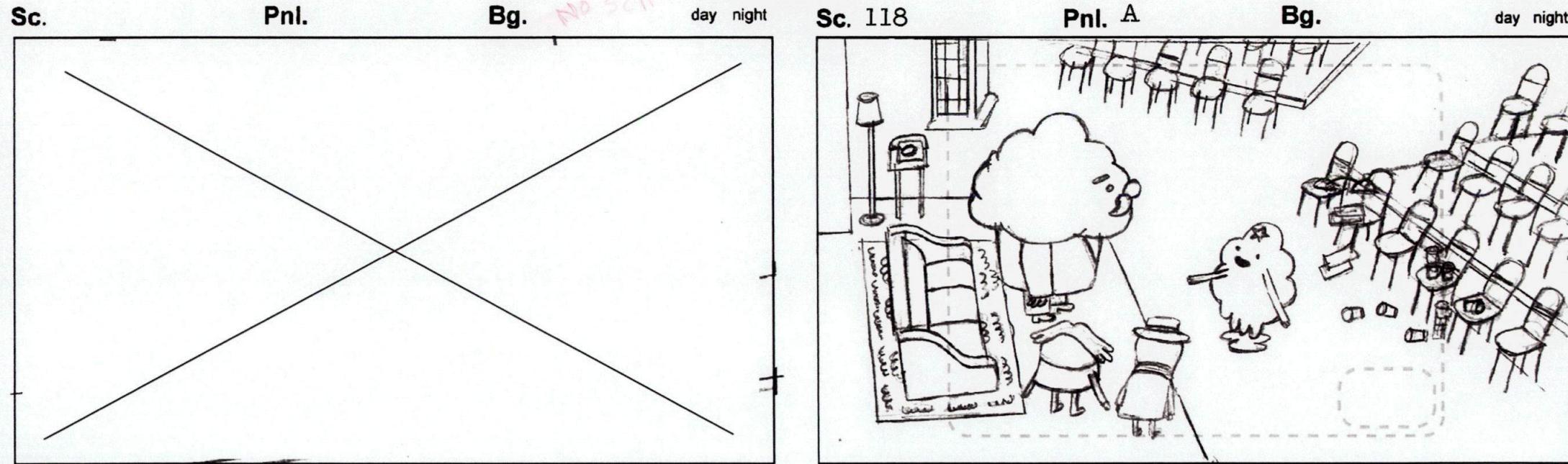
Wide on the theatrical district of Candy Kingdom.

JUN 09 2015

Timing:

Production :

ADVENTURE TIME

237
Page _____

Dialog:

LSP: Okay, the doors open in an hour. Here's a pep talk:

Action:

LSP (fairly happy) gives a pep talk to the actors.

JUN 09 2015

Timing:

Production :

1034-223

EPISODE #

1034/223

ADVENTURE TIME



238
Page

Sc. 119

Pnl. A

Bg.

day night

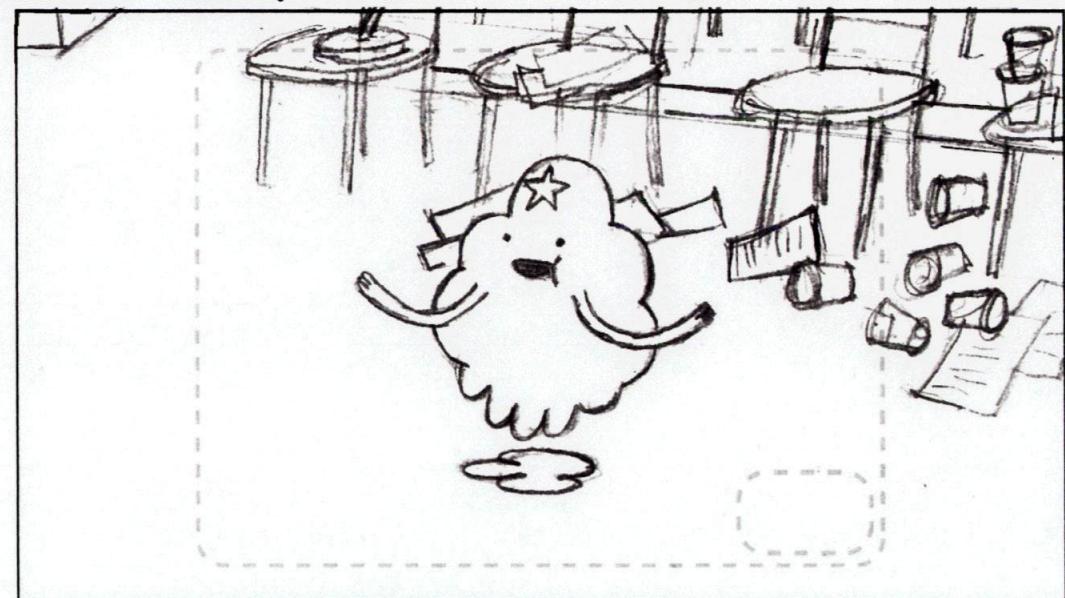


Sc. 119

~~cont~~ Pnl. B

Bg.

day night



Dialog:

LSP: Tonight is your night to be special --

Action:

[Start pose]

LSP gives a pep talk to the actors.

JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

1034/223

+ DIALOG
POSES

ADVENTURE TIME



239
Page _____

Sc. 119 *cont* Pnl. C

Bg.

day night



Sc. 120

Pnl. A

Bg.

day night



Dialog:

LSP: -- 'cause you're in a pretty darn special play!
(Written by me.) AND A PRETTY SPECIAL
DIRECTOR (ALSO ME) ...

(co/s)
LSP: HEY VIOLA!

Action:

Viola is cleaning a window on the set.

JUN 09 2015

Timing:

Production :

ADVENTURE TIME



no scene 121

240
Page

Sc. 120 *CONT* Pnl. B

Bg.

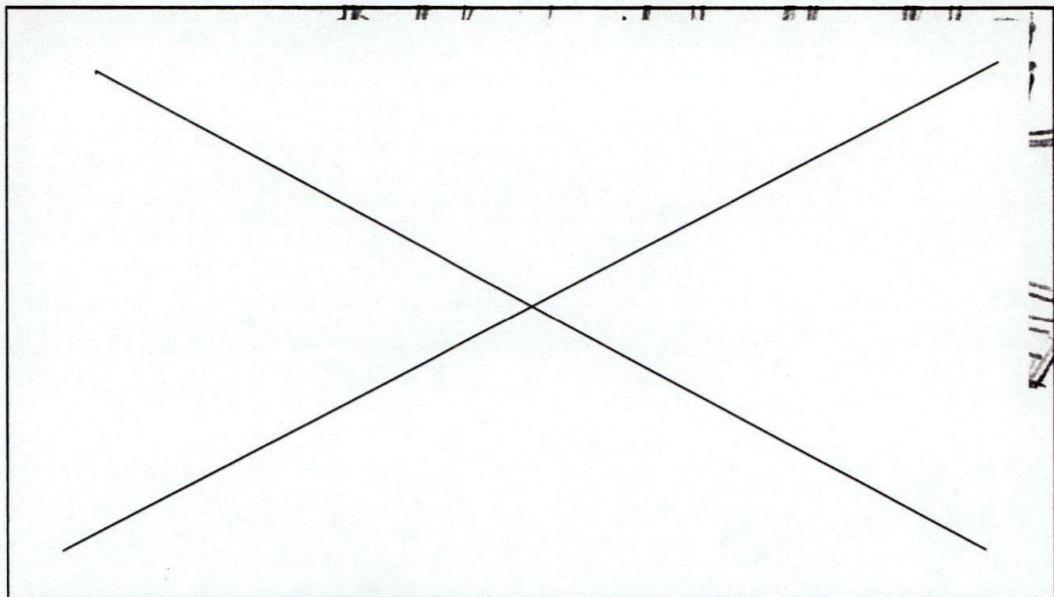
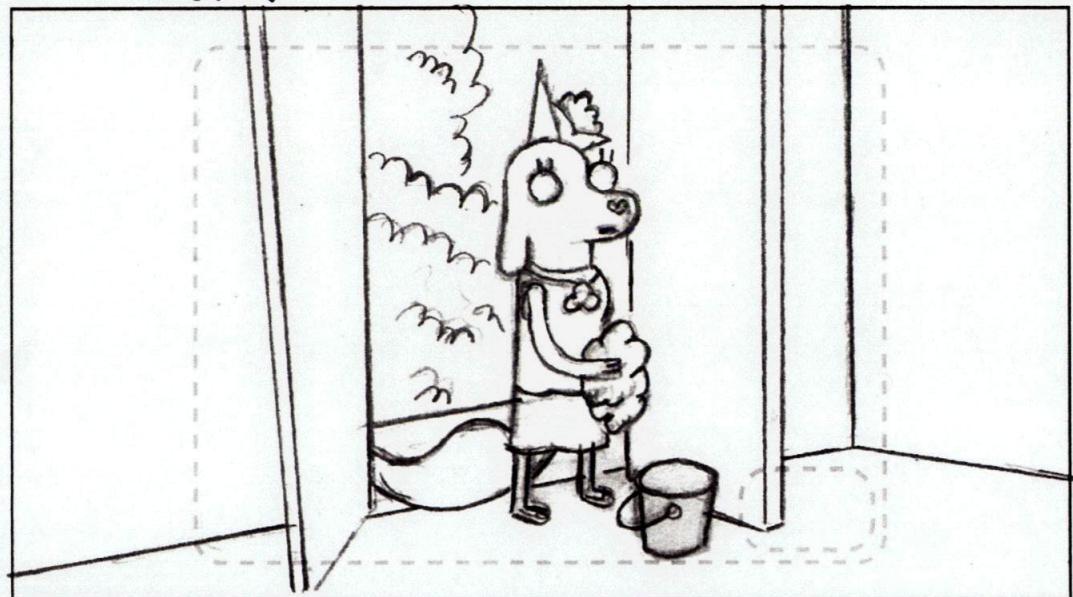
day night

Sc.

Pnl.

Bg.

day night



Dialog:

VIOLA : YES, DIRECTOR LSP.

Action: Viola hears LSP calling her.

JUN 09 2011

Timing:

Production :

EPISODE #

1034-223

1034 / 223

1034/223

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ADVENTURE TIME



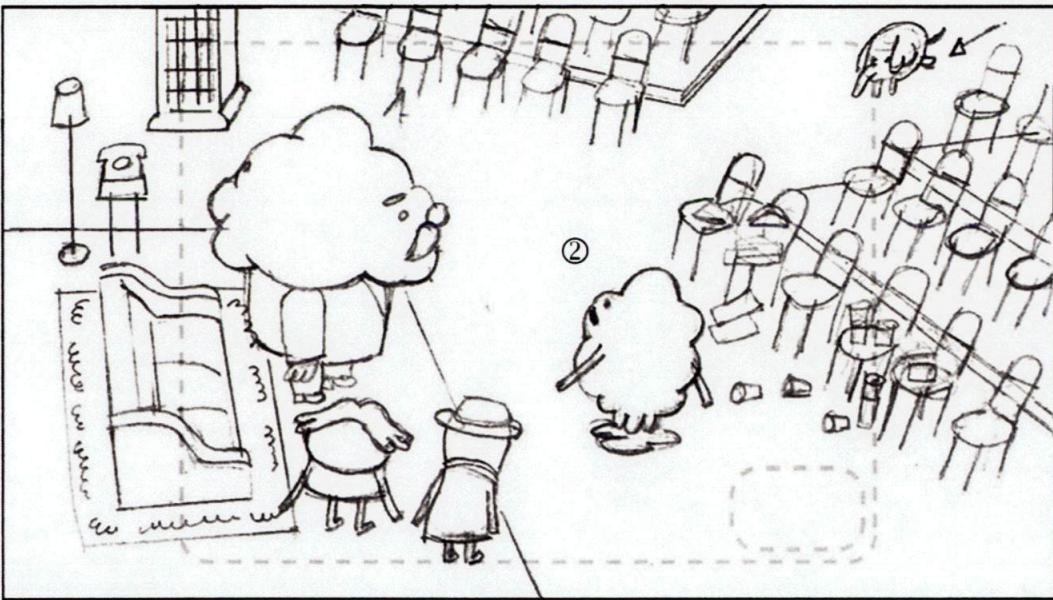
241
Page _____

Sc. 122

Pnl. A

Bg.

day night

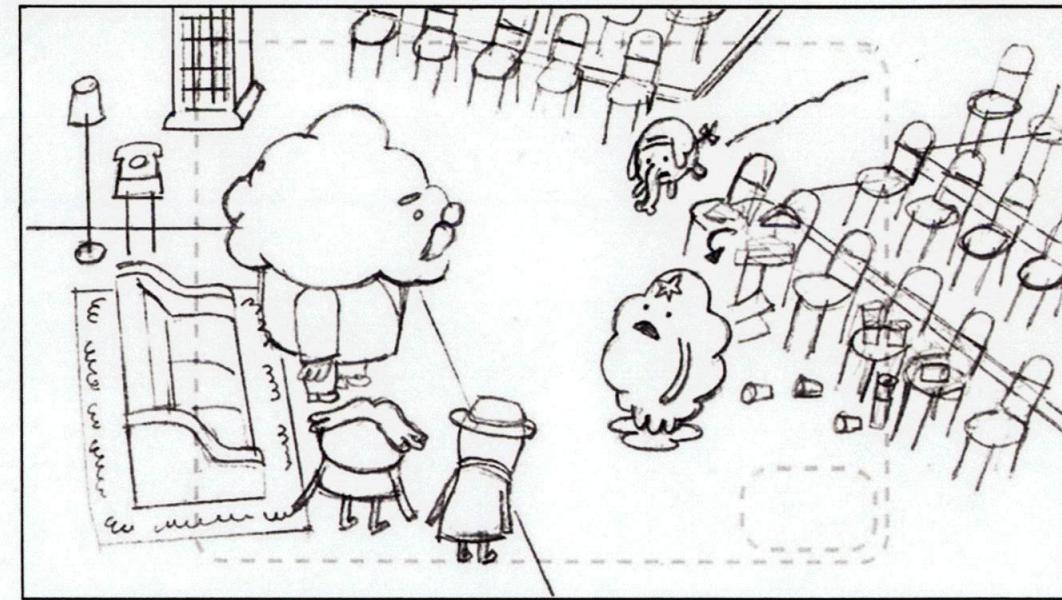


Sc. 122

~~cont~~ Pnl. B

Bg.

day night



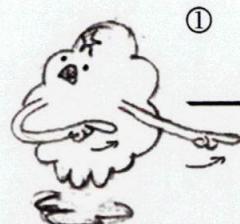
Dialog:

LSP:

Where's our leading lady?

Action:

Enter Tree Trunks.



①

Cont. Tree Trunks walking in.

JUN 09 2015

Timing:

EPISODE # 1034-223

Production :

1034/223

ADVENTURE TIME

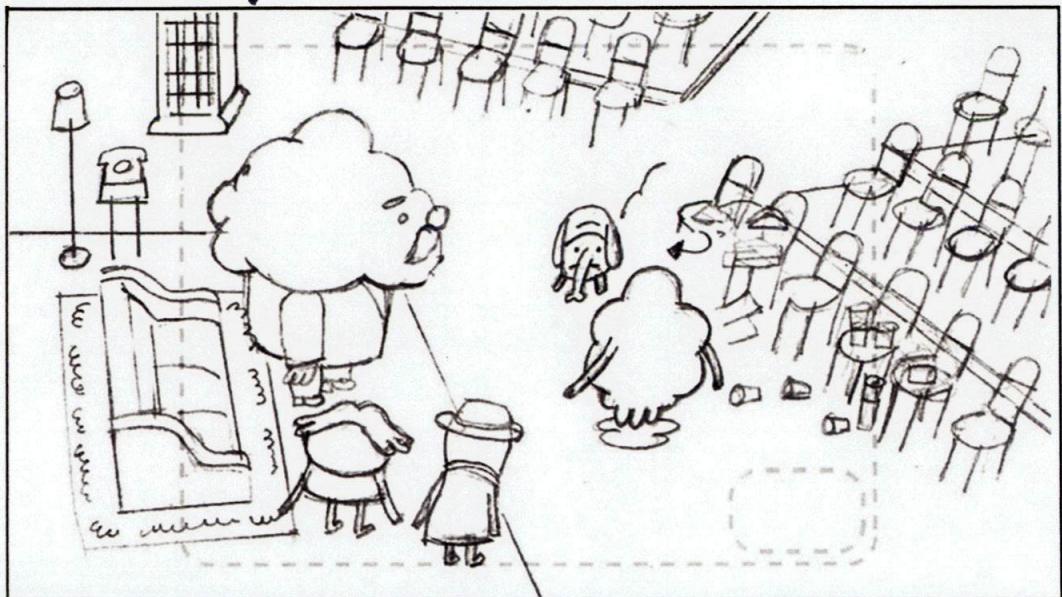


Page 242

Sc. 122 *cont* Pnl. C

Bg.

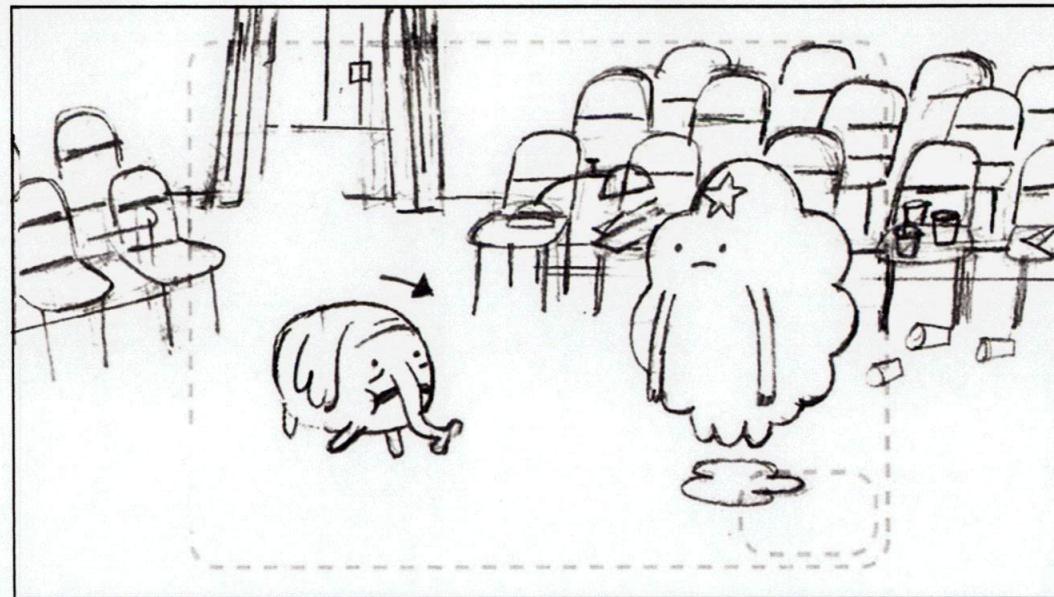
day night



Sc. 123

Pnl. A

day night



1034 / 223

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Dialog:

LSP: Oh, there you are!

Action:

cont. Tree Trunks walking in.

[Start pose]

cont. Tree Trunks walking in.

JUN 09 2015

Timing:

EPIISODE # 1034-223

Production :

1034 / 223

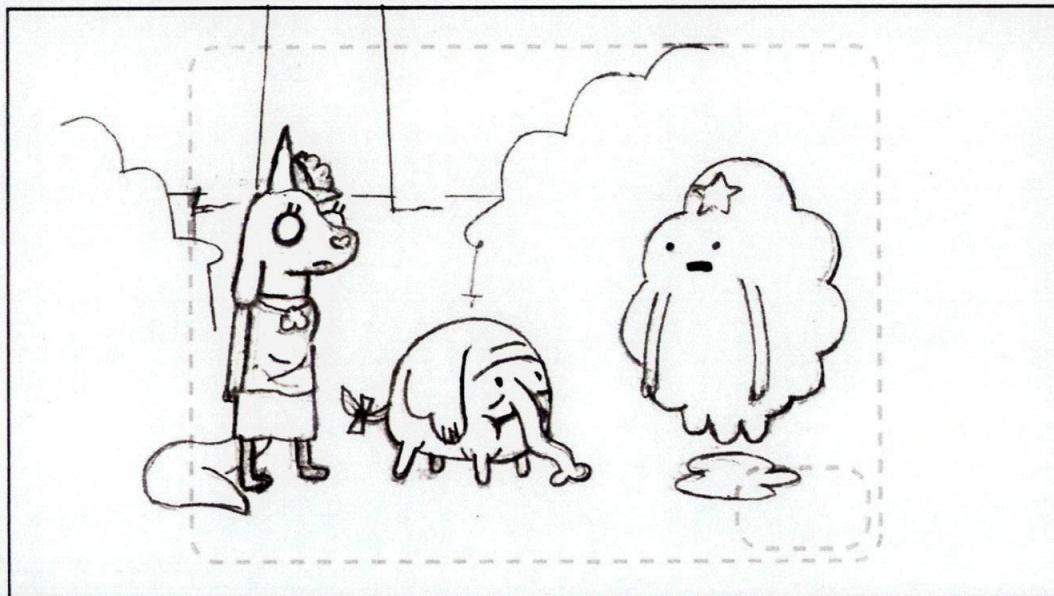
ADVENTURE TIME

243
Page

Sc. 123 cont Pnl. B

Bg.

day night



Sc. 123 cont Pnl. C

Bg.

day night

**Dialog:**

LSP: What's the matter, you look like you're going to throw up.

Tree Trunks: I'm going to have to back out of the play.

Action:

Tree Trunks comes to a stop.



SP

Timing:

JUN 09 2015

Production :

EPISODE # 1034-223

1034/223

ADVENTURE TIME



244
Page _____

Sc. 123 *cont* Pnl. D

Bg.

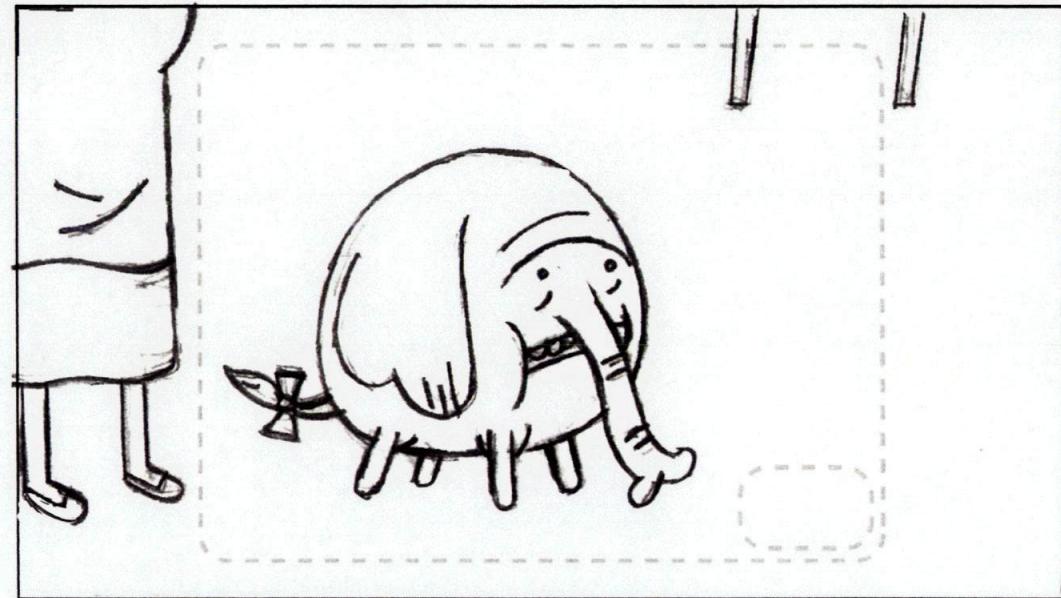
day night



Sc. 124

Pnl. A

day night



Dialog:
LSP: What?!

TT: I told Mr. Pig about the kissing scene ...
he didn't take it well.

Action:

JUN 09 2015

Timing:

Production :

1034/223

ADVENTURE TIME



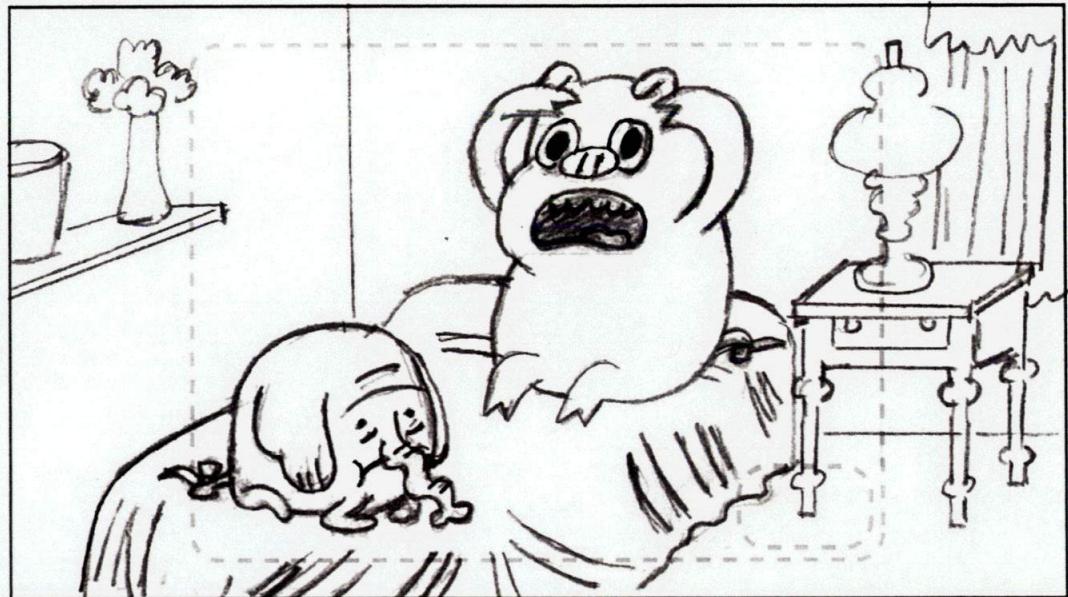
Page 245

Sc. 125

Pnl. A

Bg.

day night

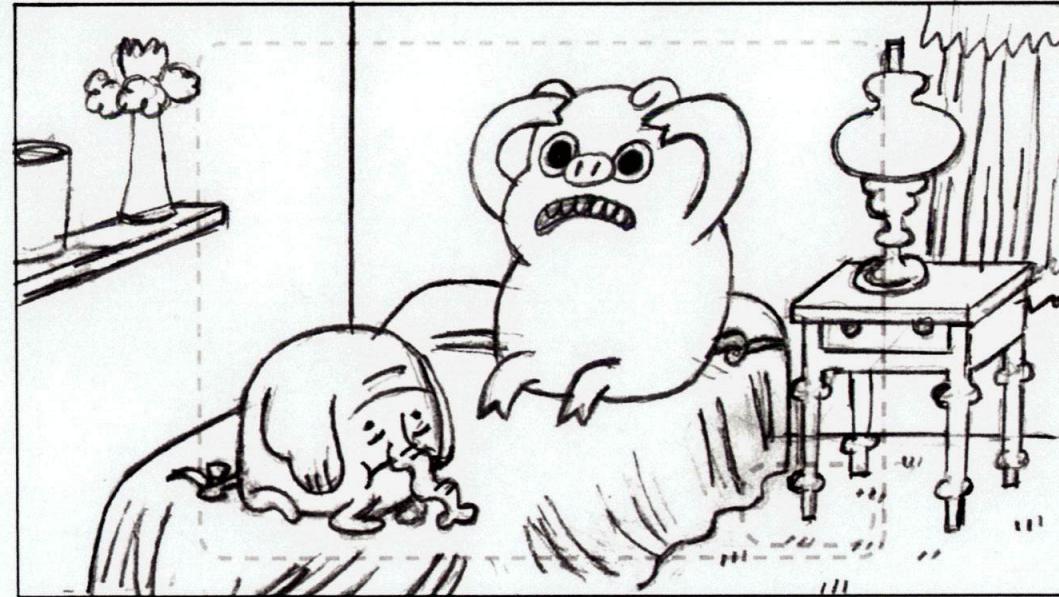


Sc. 125

cont Pnl. B

Bg.

day night



Dialog:

Mr. Pig: Kissing scene !!

Action: - Flashback scene: Tree Trunks & Mr. Pig last night, in their bedroom.

Timing:



- Mr. Pig imagines he is seeing Tree Trunks kissing Mr. Cupcake.

JUN 09 2015

Production :

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ADVENTURE TIME



Page 246

Sc. 125 *cont* Pnl. C

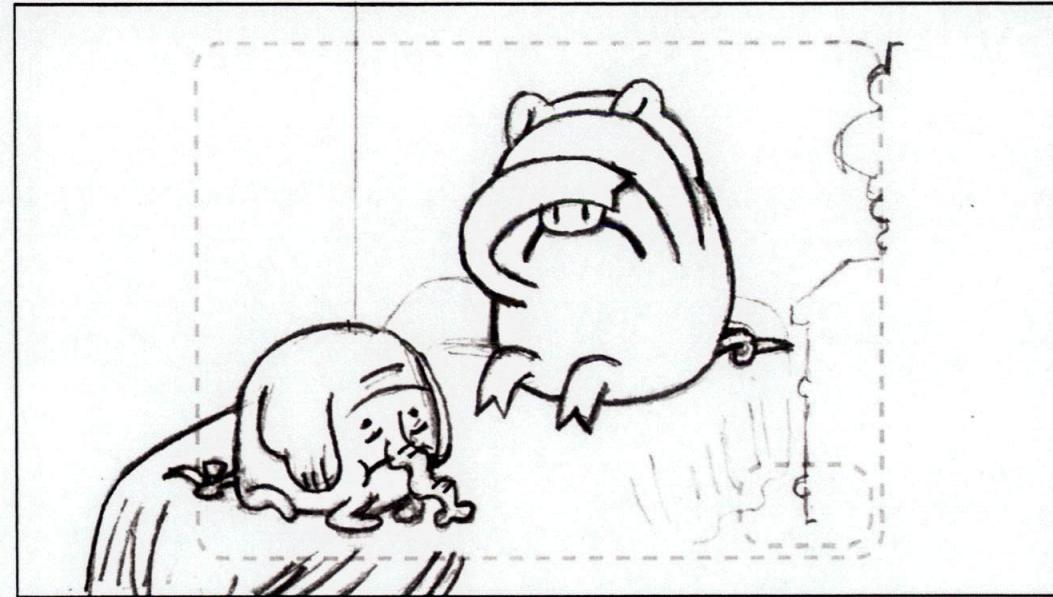
Bg.

day night

Sc. 125 *cont* Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

JUN 09 2015

Production :

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EPISODE #

1034/223

ADVENTURE TIME



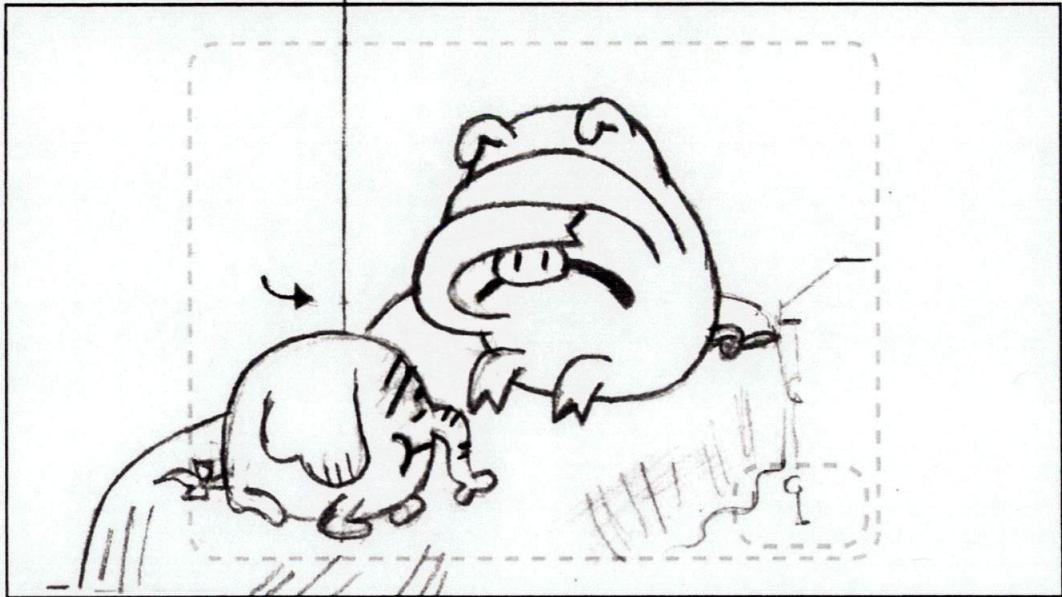
247
Page _____

1034/223

Sc. 125 *cont* Pnl. E

Bg.

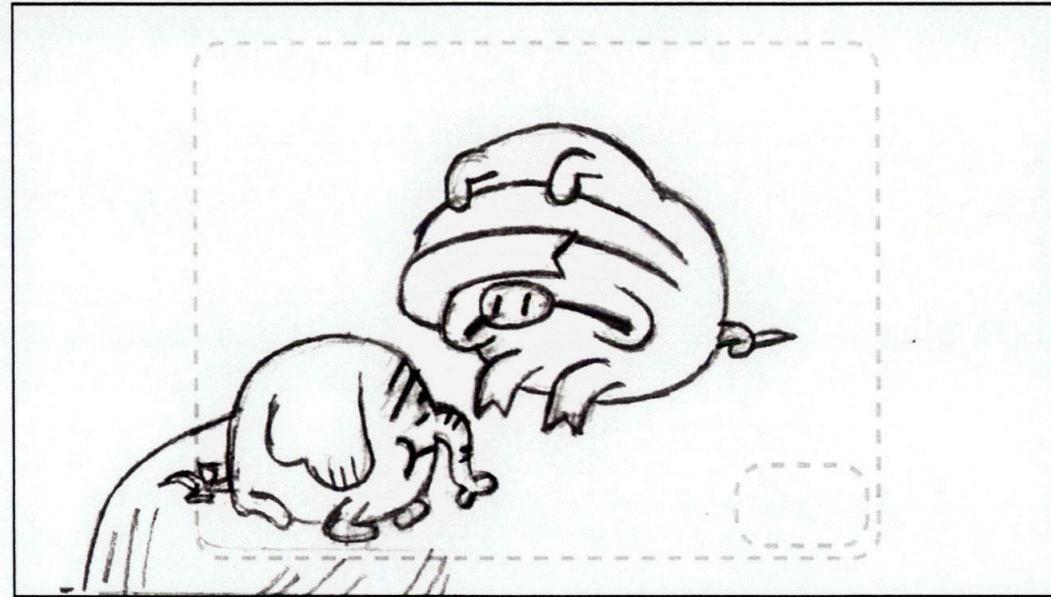
day night



Sc. 125 *cont* Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

JUN 09 2015

EPIISODE #

Production :

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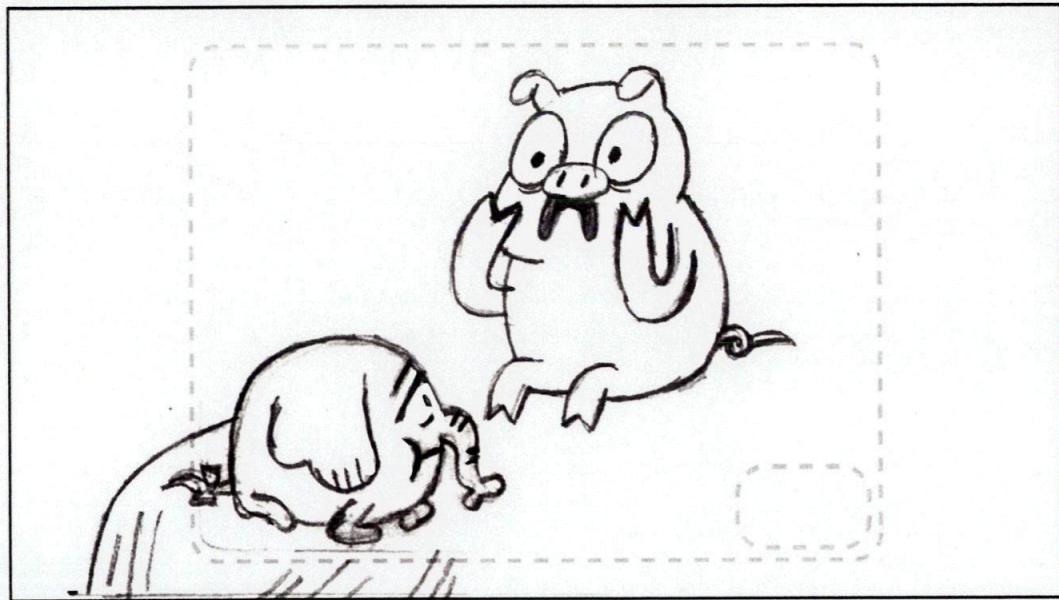


Page 248

Sc. 125 cont Pnl. G

Bg.

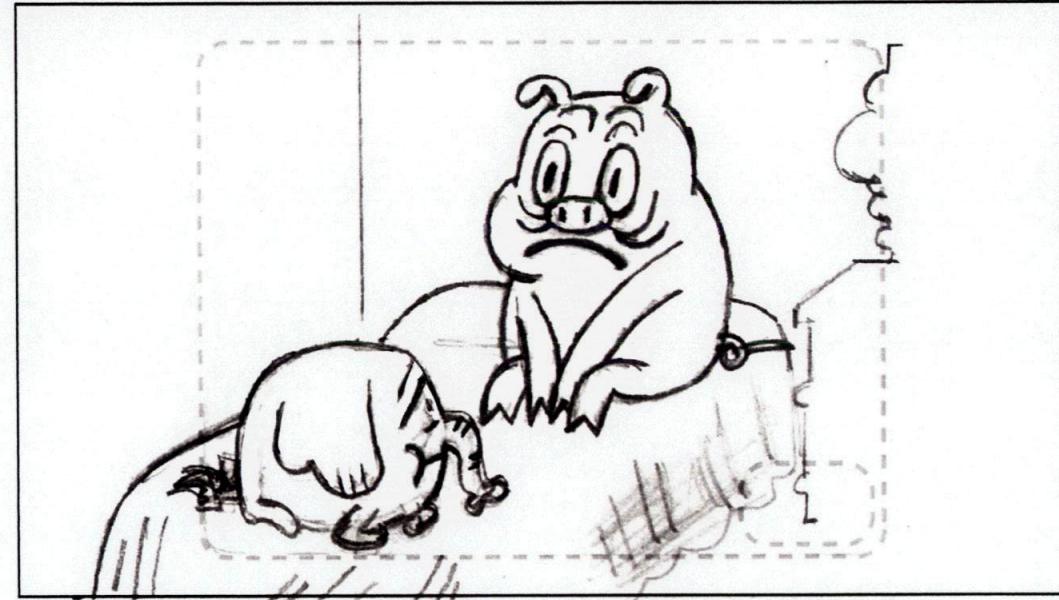
day night



Sc. 125 cont Pnl. H

Bg.

day night



Dialog:

Mr. Pig: Kissing scene!

Action:

Timing:

JUN 09 2015

Production :

EPILOGUE # 1034-223

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1034/223

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Page 249

Sc. 125 cont Pnl. I

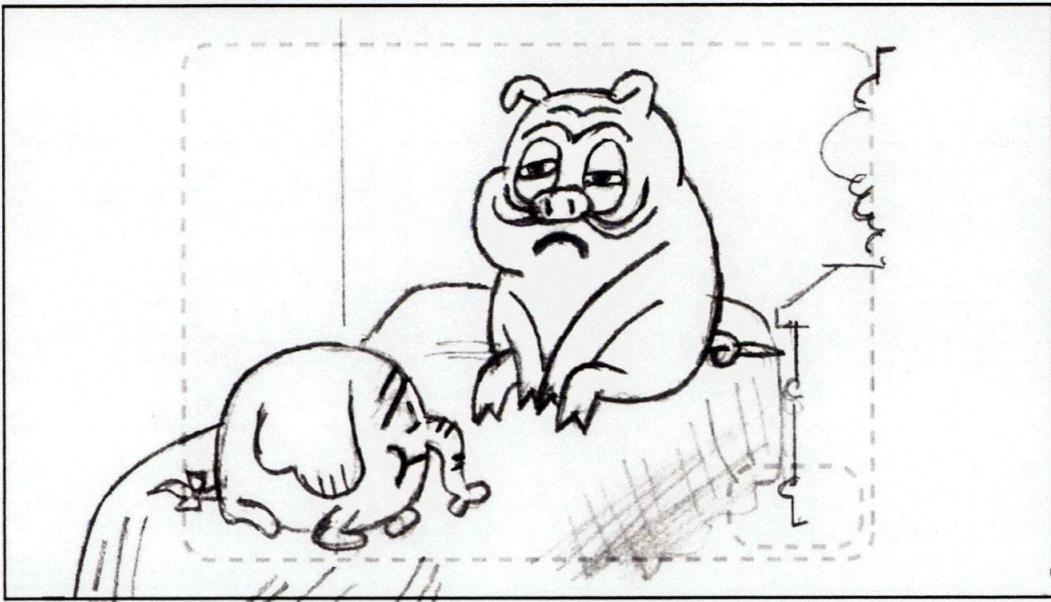
Bg.

day night

Sc. 125 cont Pnl. J

Bg.

day night



Dialog:

Action:

Timing:

JUN 09 2015

Production :

1034-223

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1034/223

ADVENTURE TIME



Page 250

Sc. 125 *cont* Pnl. K

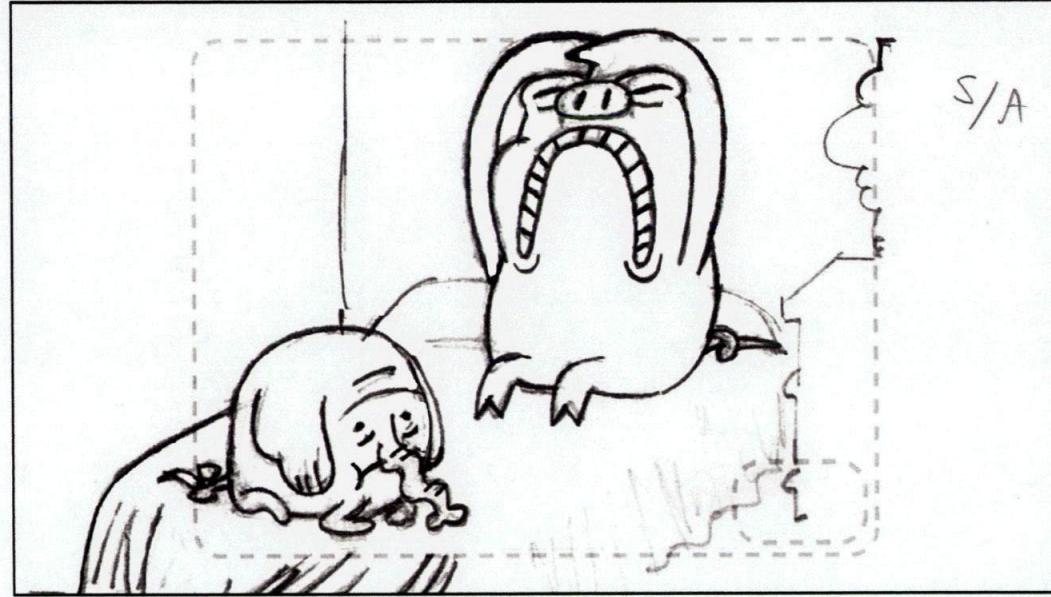
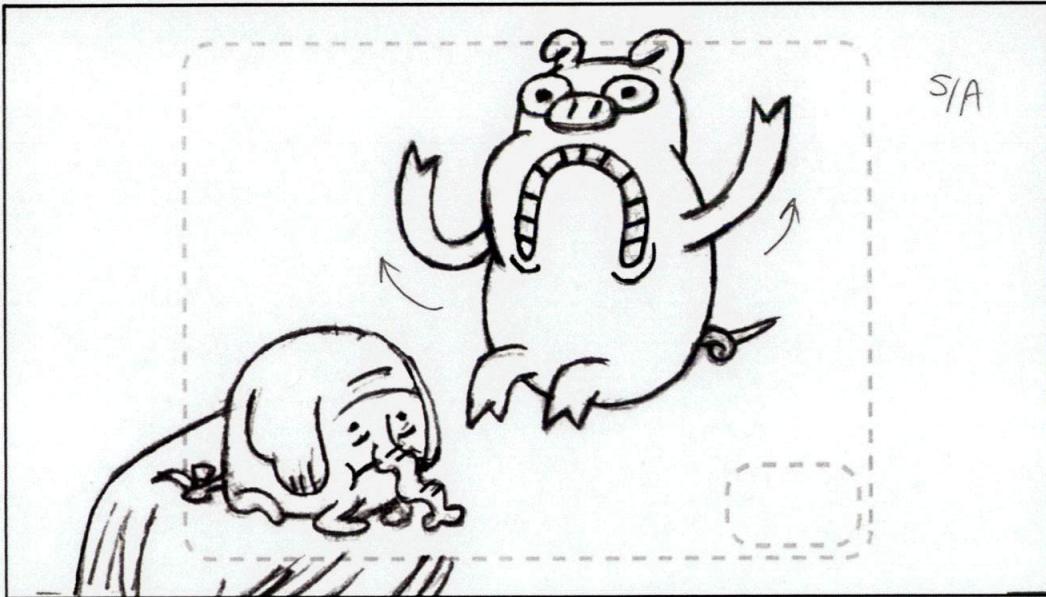
Bg.

day night

Sc. 125 *cont* Pnl. L

Bg.

day night



Dialog:

Action:
Inb.

JUN 09 2015

Timing:

Production :

1034/223

ADVENTURE TIME

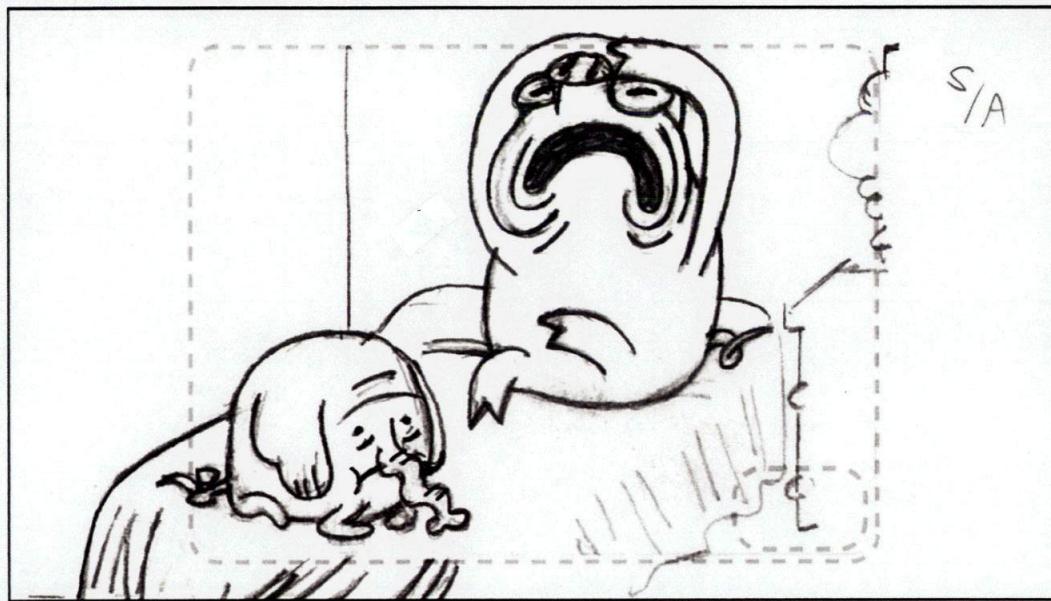


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Sc. 125 *cont* Pnl. M

Bg.

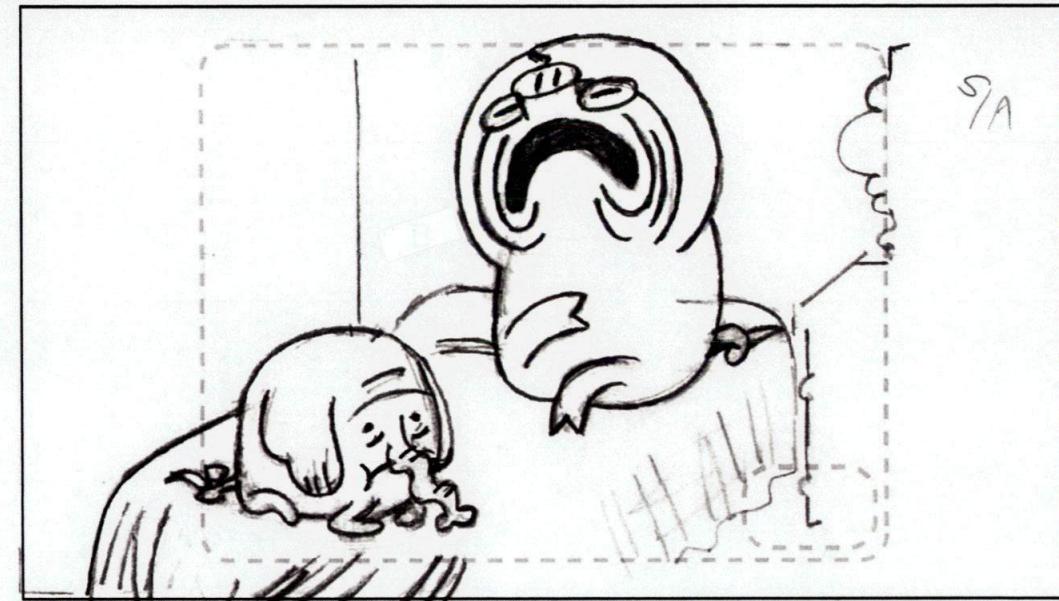
day night



Sc. 125 *cont* Pnl. N

Bg.

Page 251
NO PGS 252-256
day night



Dialog:

Mr. Pig: K I S S I N G

! ! !

Action:

↷ CYCLE ↗

JUN 09 2010

Timing:

Production :

1034-223

1034/223

1034/223

1034/223

ADVENTURE TIME



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Page _____

Sc. 125 *cont* Pnl. 'O'

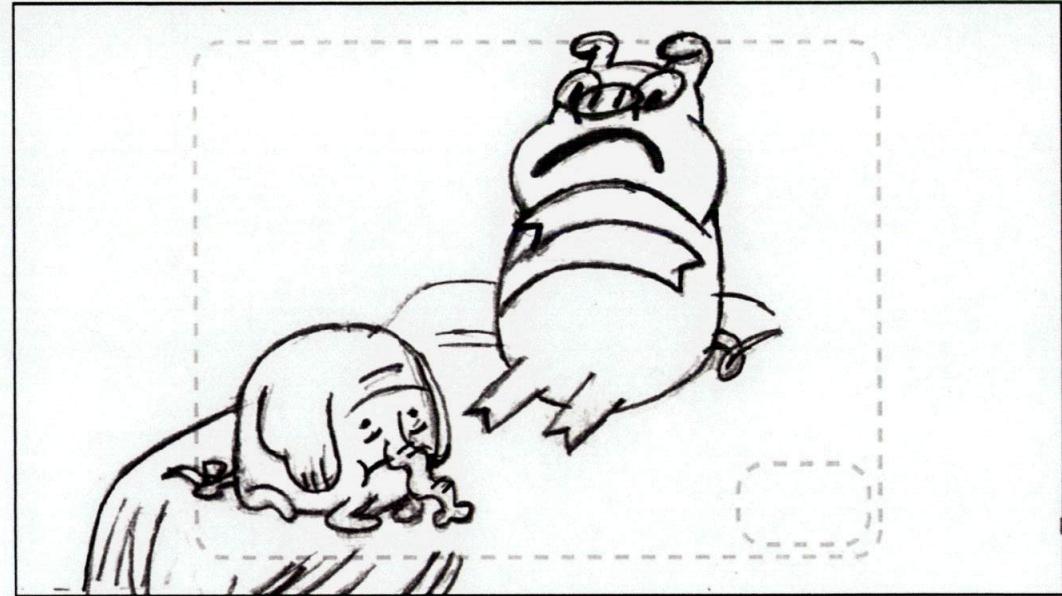
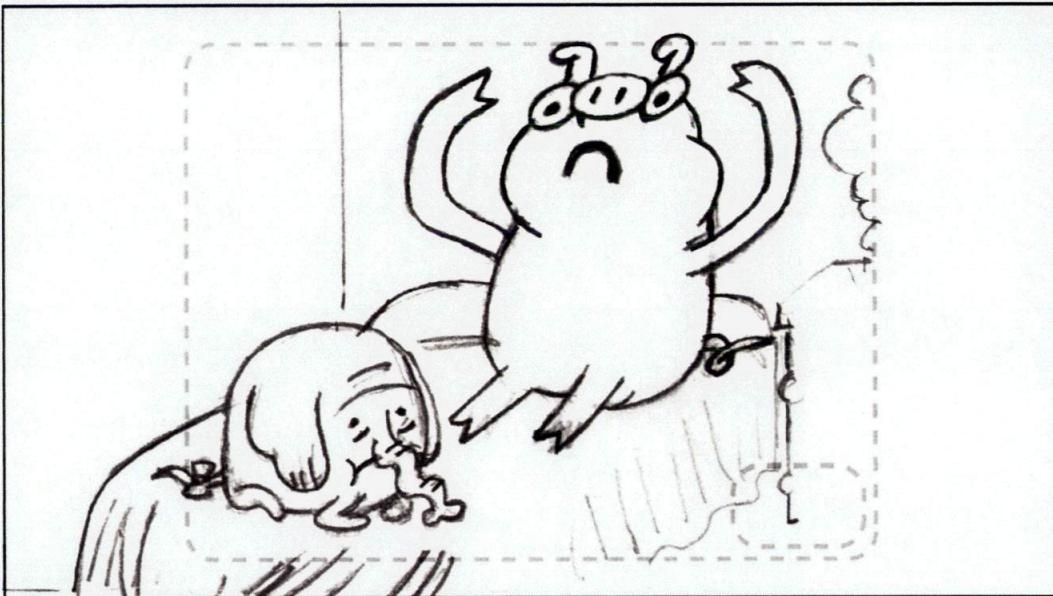
Bg.

day night

Sc. 125 *cont* Pnl. P

Bg.

day night



Dialog:

Action:

Timing:

JUN 09 2015

Production :

1034-223

EPISODE #

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Page _____

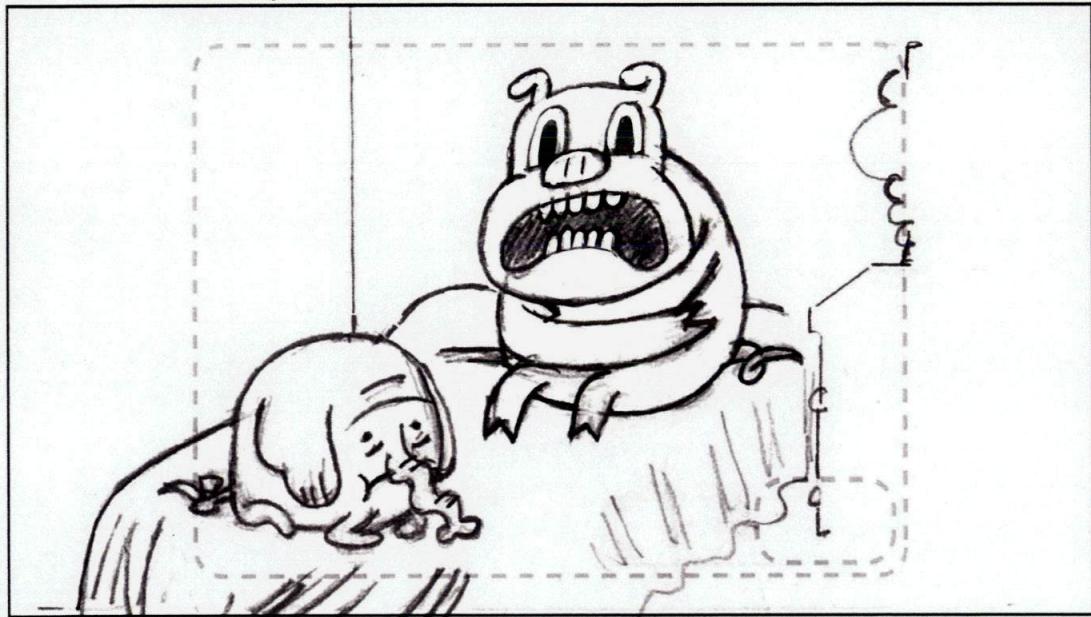
Sc. 125

cont

Pnl. Q

Bg.

day night

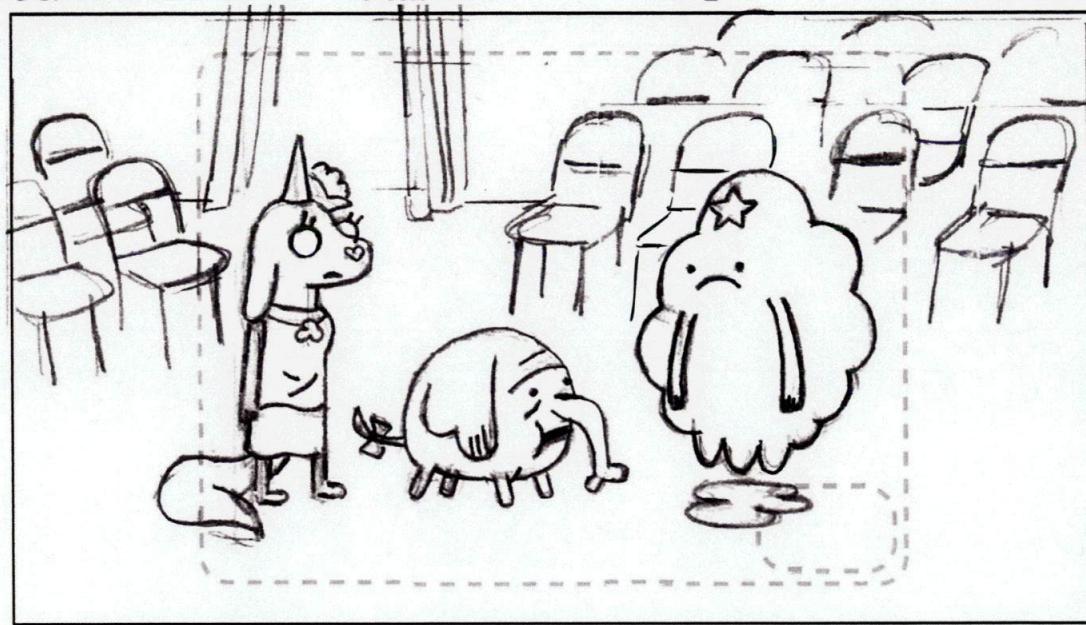


Sc. 126

Pnl. A

Bg.

day night



Dialog:

Mr Pig:

SCENE !!!

TT: I'm

Action:

Cut back to: Present time.

JUN 09 2015

Timing:

Production :

1034-223

EPIISODE #

1034/223

ADVENTURE TIME

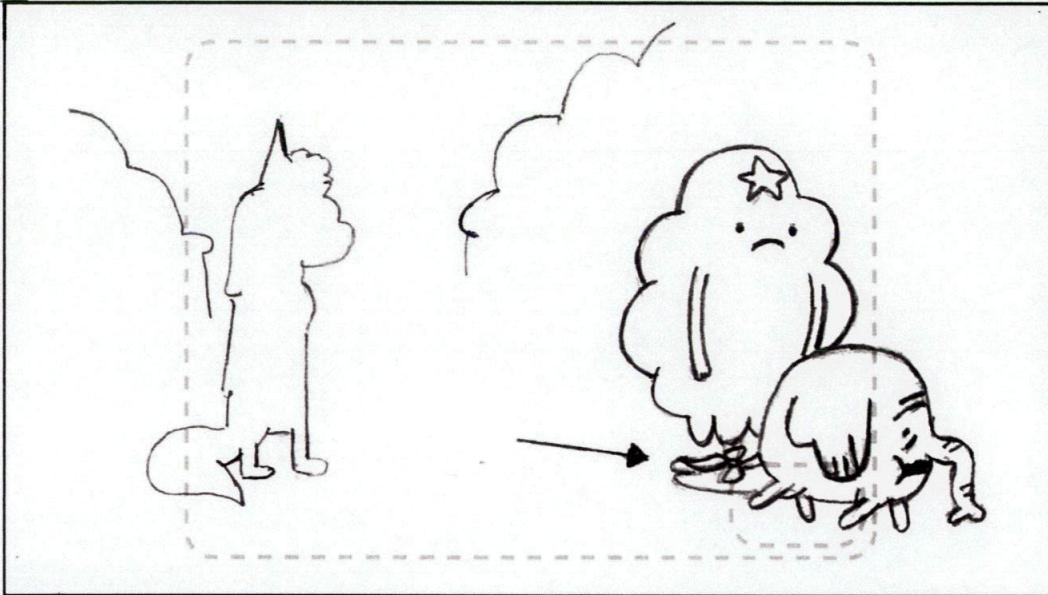


Page 259

Sc. 126 cont Pnl. B

Bg.

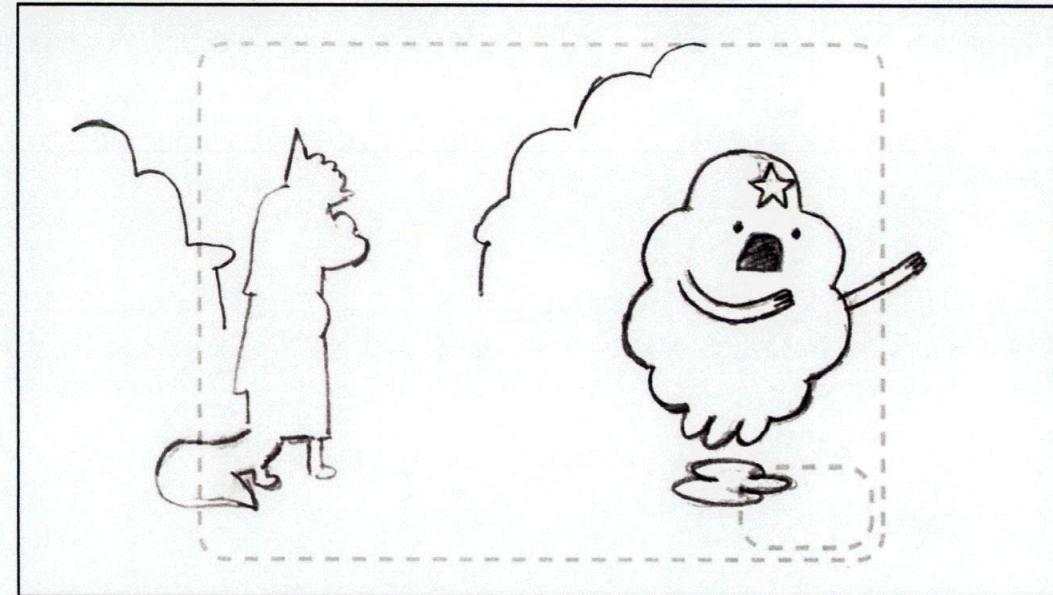
day night



Sc. 126 cont Pnl. C

Bg.

day night



Dialog: TT: dreadfully sorry.

LSP: You can't do ths to me!

Action: Exit Tree Trunks, sadly.

LSP shouts after Tree Trunks.

JUN 09 2015

Timing:

Production :

1034-223

EPIISODE #

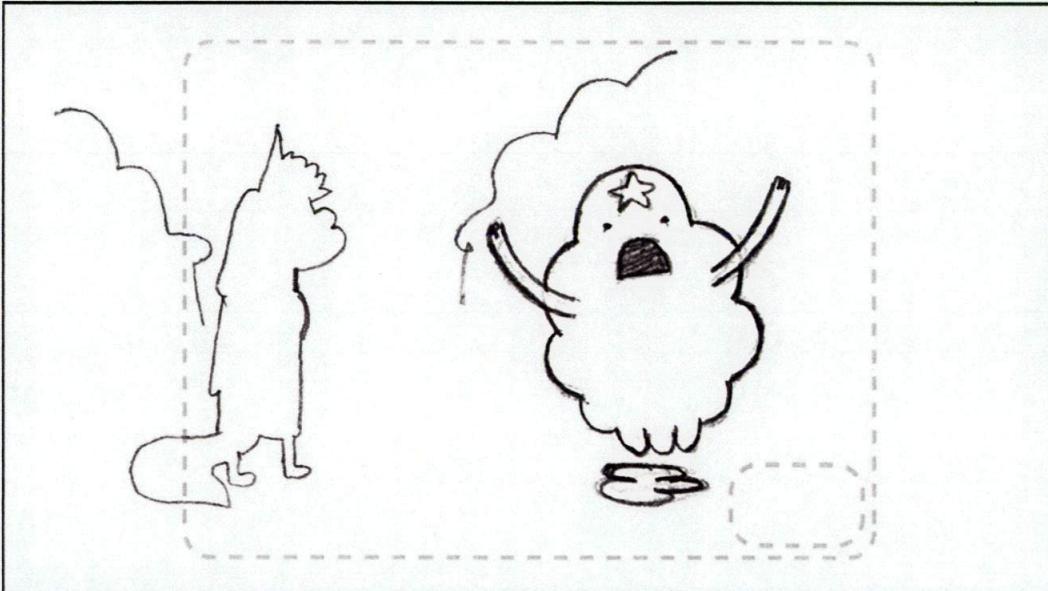
1034 / 223

ADVENTURE TIME

260
Page _____Sc. 126 ~~cont~~ Pnl. D

Bg.

day night



Sc. 127

Pnl. A

day night



Dialog:

LSP: Who else knows all the lines?!

Action:

LSP shouts to everyone.

Timing:

LSP : WHO ELSE COULD POSSIBLY TAKE
YOUR PLACE AT THE 11TH HOUR
AND BE A BIG HERO,

JUN 09 2015

Production :

EPISODE #

1034-223

1034/223

ADVENTURE TIME



Page 261

1034 / 223

Sc. 127

cont

Pnl. B

Bg.

day night



Sc. 128

Pnl. A

Bg.

day night



Dialog:

Viola: [Gasp!]

Action:

Viola reacts back, seeing an opportunity.

[Start pose]

JUN 09 2015

Timing:

EPIISODE #

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Production :

1034 / 223

ADVENTURE TIME



Page 262

Sc. 128 cont Pnl. B

Bg.

day night

Sc. 128 cont Pnl. C

Bg.

day night



Dialog:

LSP: Viola!

LSP: Your excited gasp just gave me an idea!

Action:

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



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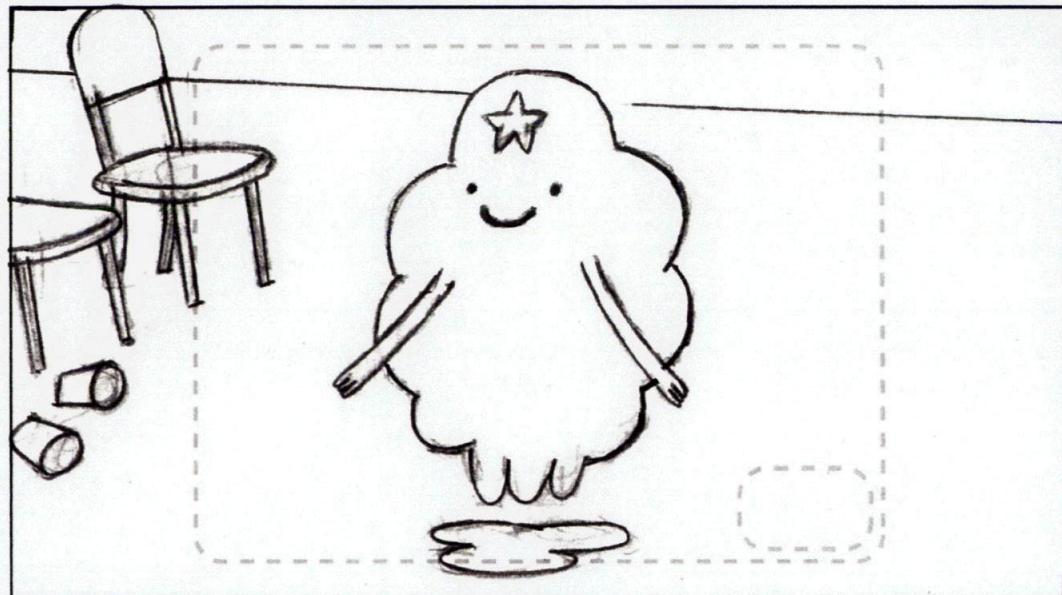
1034/223

Sc. 129

Pnl. A

Bg.

day night

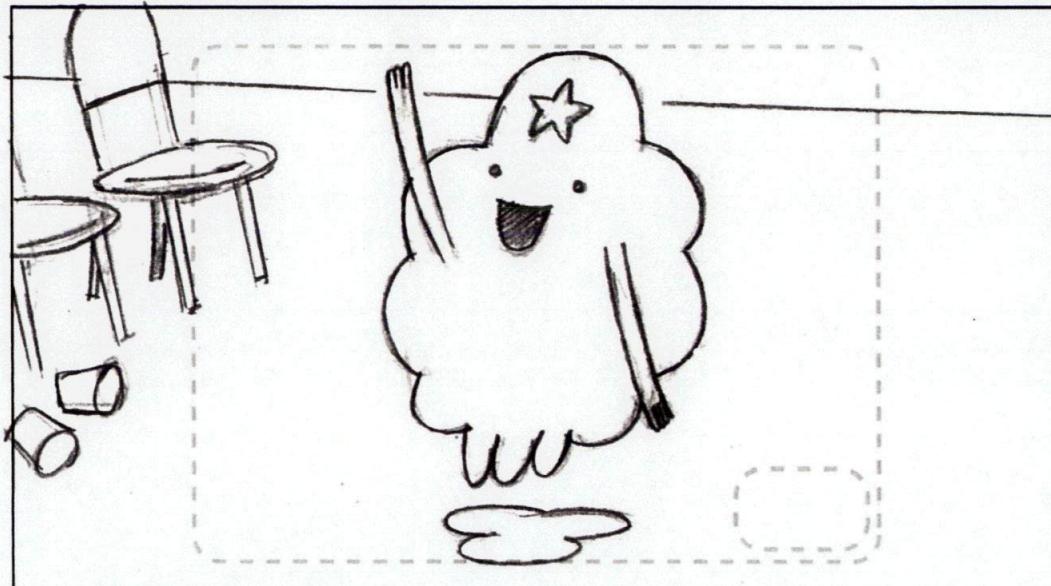


Sc. 129 ~~cont~~

Pnl. B

Bg.

day night



Dialog:

LSP: I'LL play the part!

Action:

[Start pose]

(Like a 'volunteering' pose.)

JUN 09 2015

Timing:

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1034/223

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ADVENTURE TIME



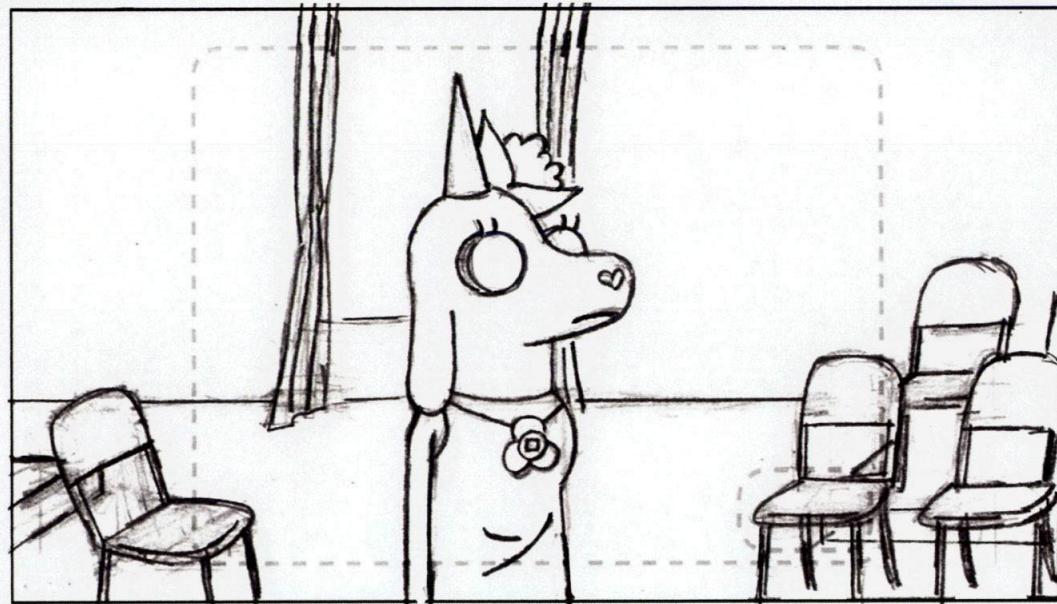
No scene 131-132

Sc. 130

Pnl. A

Bg.

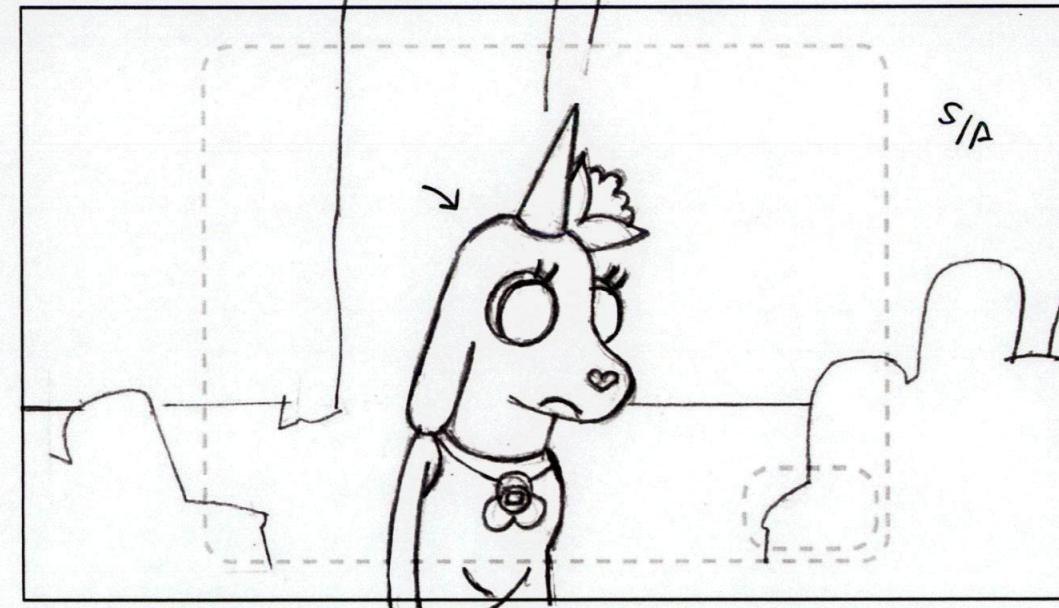
day night



Sc. 130 *cont*

Pnl. B

Bg.



Dialog:

Action:

- Viola reacts sadly . . . seeing a missed opportunity.

JUN 09 2015

Timing:

Production :

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Page
No Pgs 263-271
day night

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ADVENTURE TIME



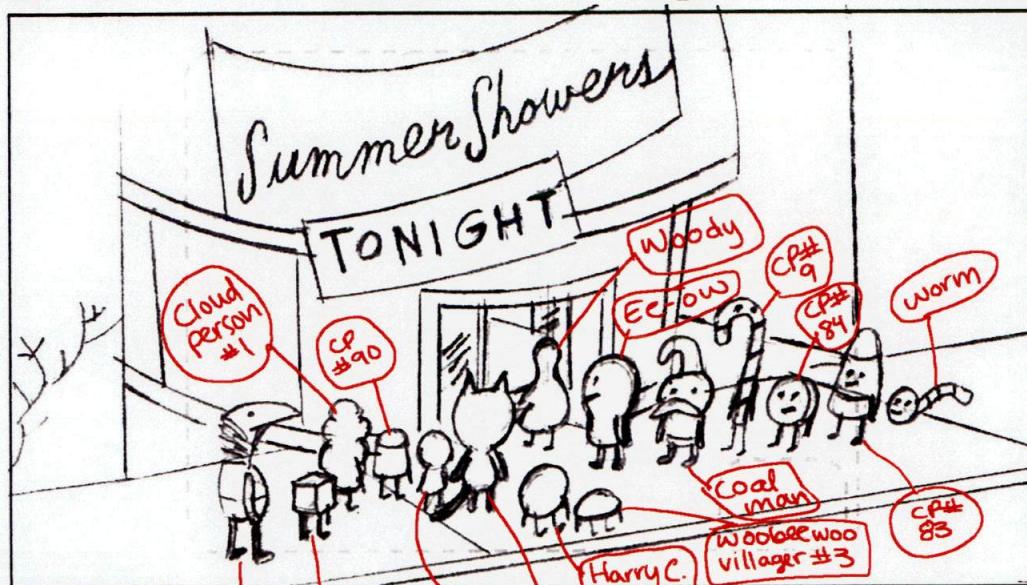
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Sc. 133

Pnl. A

Bg.

day night

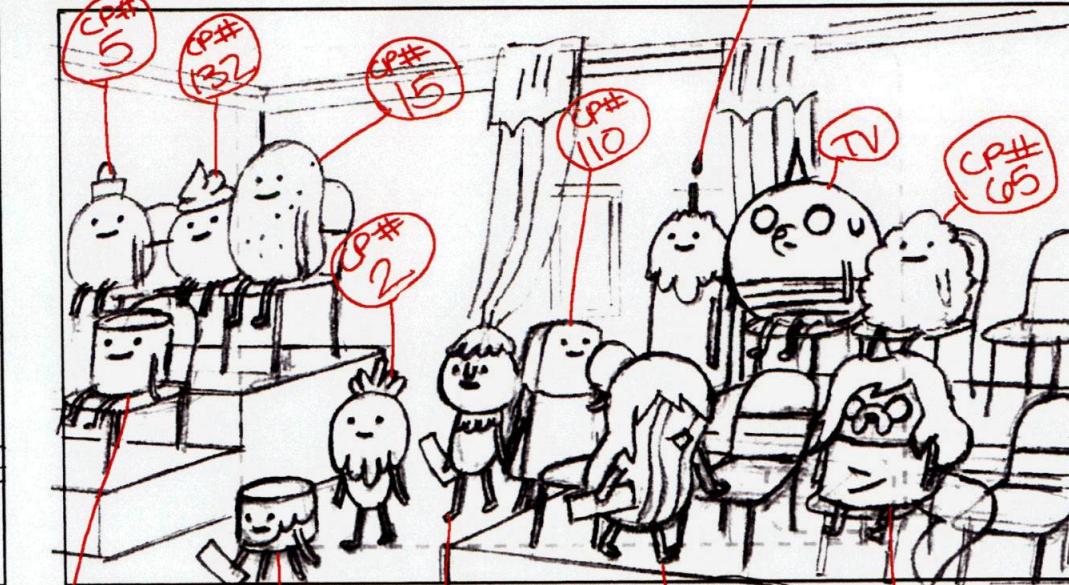


Sc. 134

Pnl. A

Bg.

day night



Dialog:

Toddle CP#600 Cubey Demon Pig #2

CP#11

SFX: Some audience sounds.
CP#13 CP#9

Jake Jr.

Charlie

Action: On candy people queuing for the play -- a few are entering the playhouse.

On candy people audience -- some are already seated, others are entering (leisurely speed).

JUN 09 2015

Timing:

Production :

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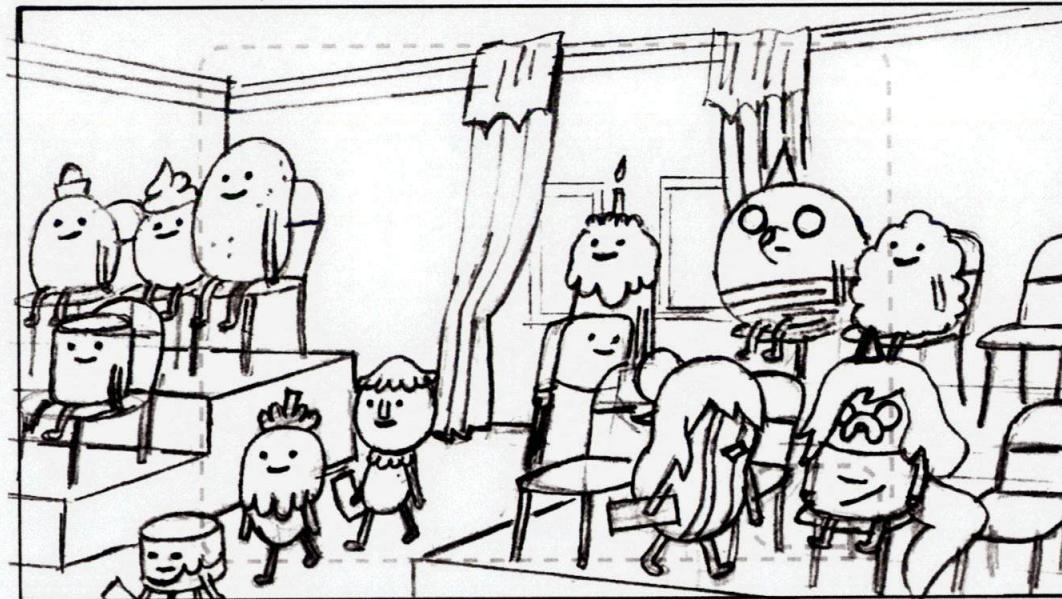
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Sc. 134 *cont*

Pnl. B

Bg.

day night

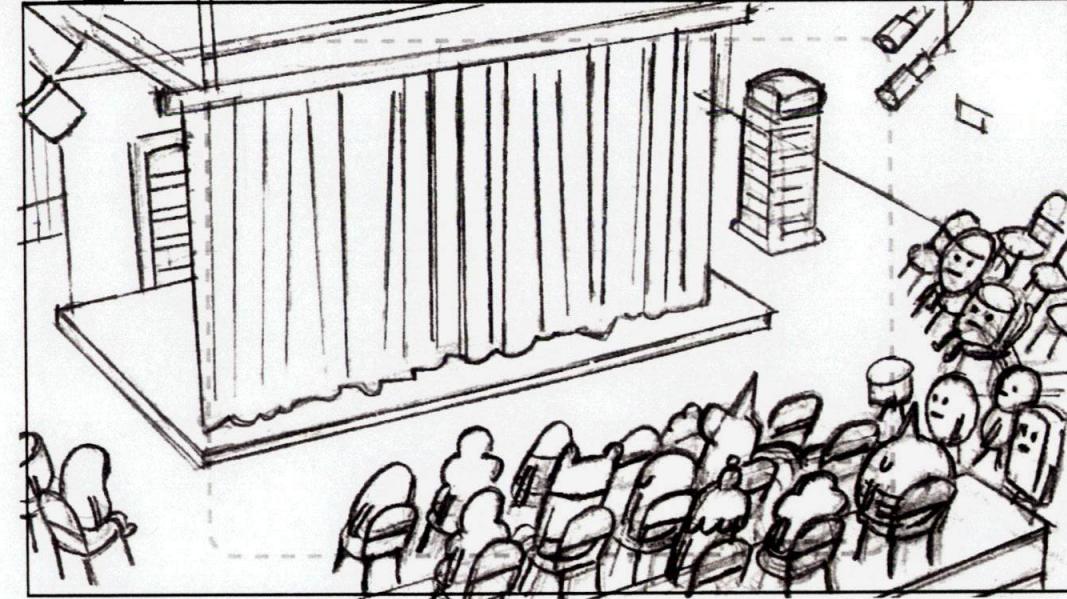


Sc. 135

Pnl. A

Bg.

day night



Dialog:

SFX: Some audience sounds.

SFX: Some audience sounds.

Action:

(Some misc. movement, of audience members getting settled.)

JUN 09 2015

Timing:

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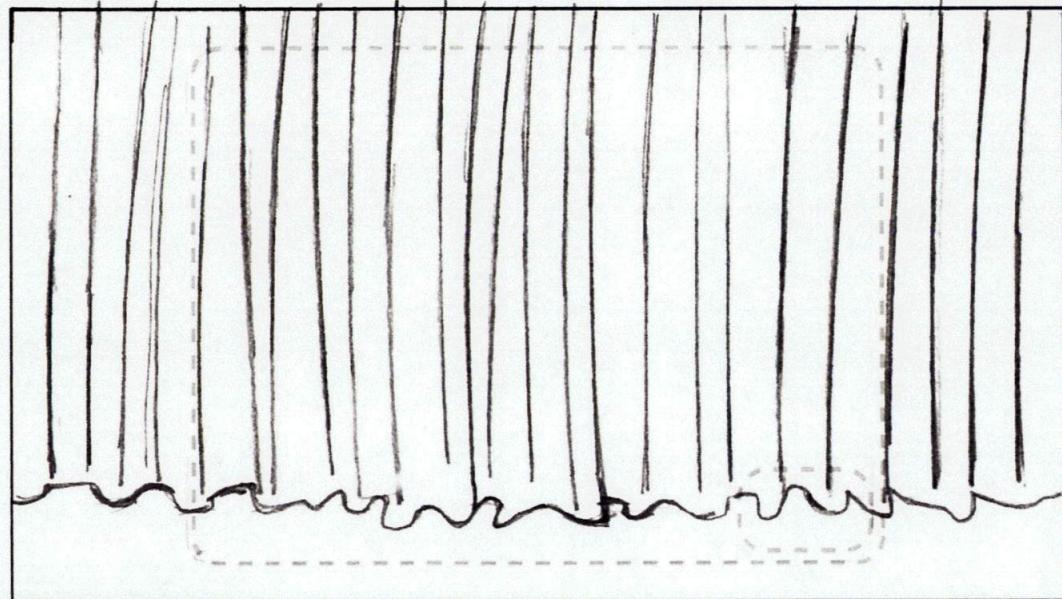
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Sc. 136

Pnl. A

Bg.

day night

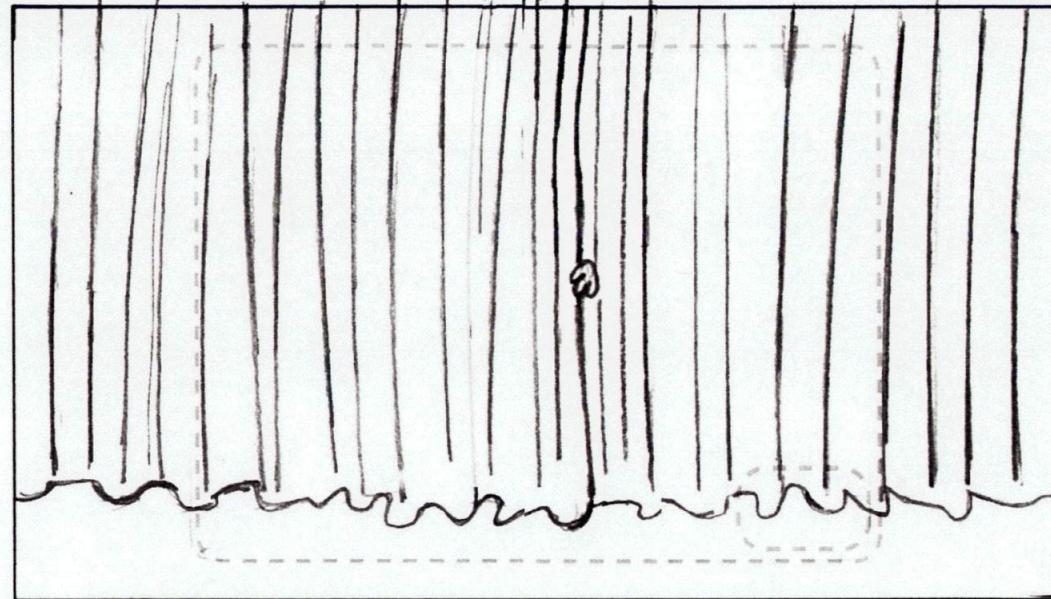


Sc. 136 *cont*

Pnl. B

Bg.

day night



Dialog:

SFX: Some audience sounds.

SFX: Some audience sounds.

Action: On the stage curtain, as seen from the audience.

(Viola's hand appears.)

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Timing:

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ADVENTURE TIME



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Sc. 136 cont Pnl. C

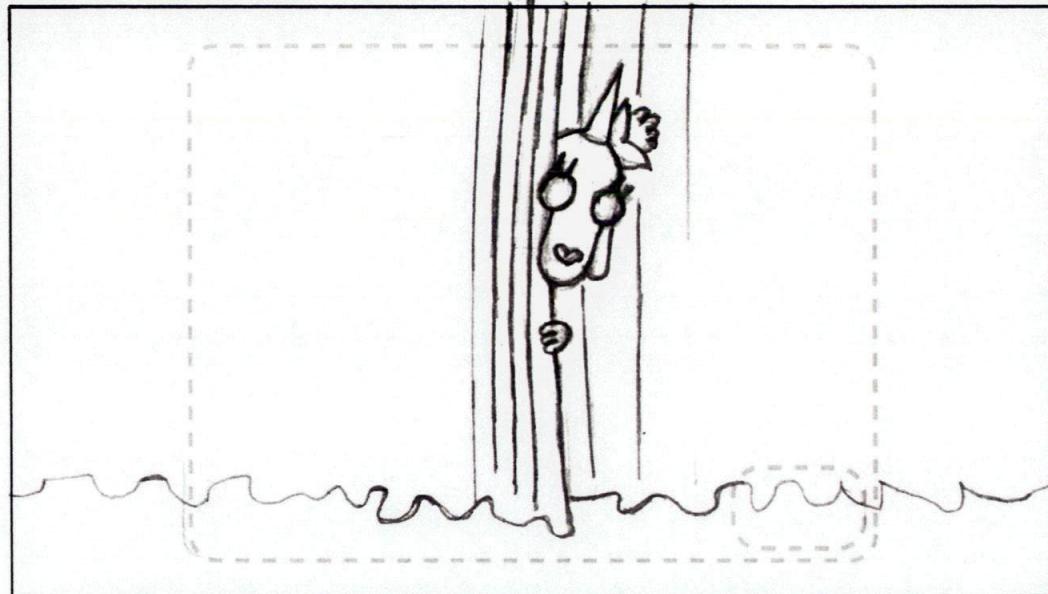
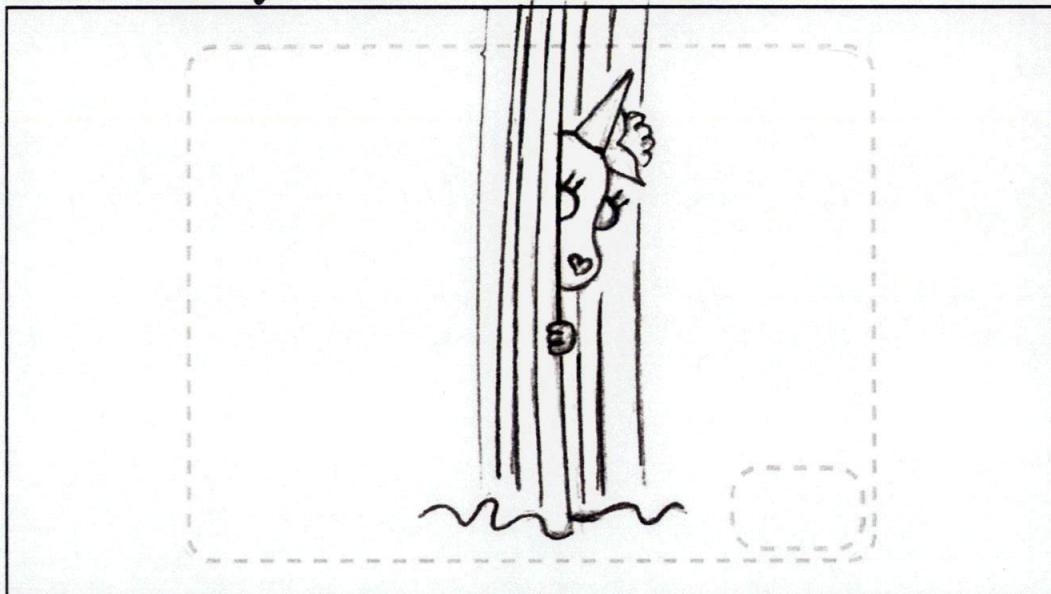
Bg.

day night

Sc. 136 cont Pnl. D

Bg.

day night



Dialog:

SFX: Some audience sounds.

SFX: Some audience sounds.

Action:

Viola peeks out from behind the curtain.

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Timing:

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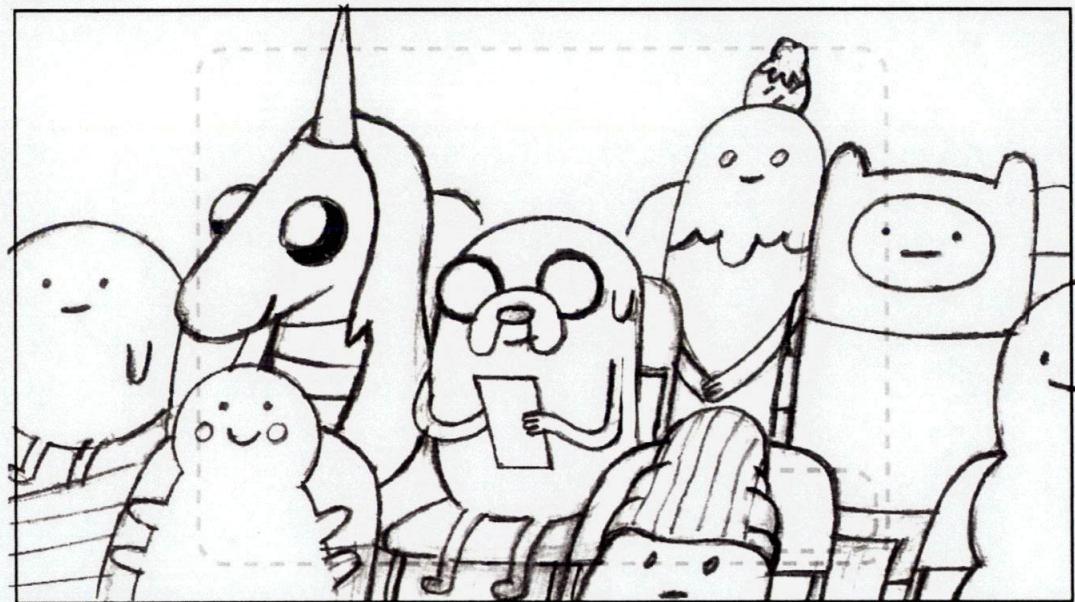
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Sc. 137

Pnl. A

Bg.

day night



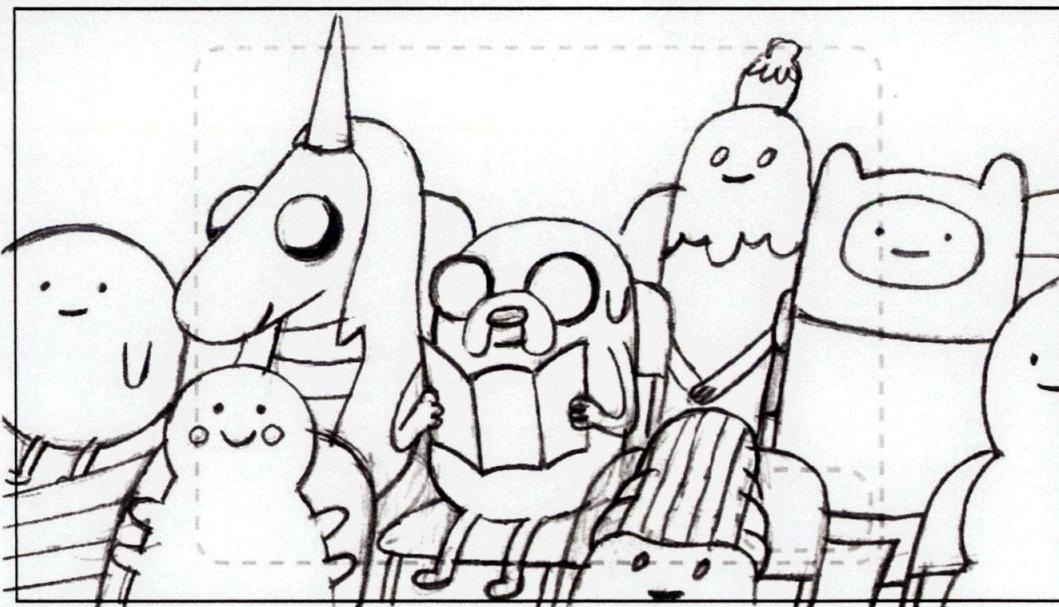
Sc. 137

cont

Pnl. B

Bg.

day night



Dialog:

SFX: Some audience sounds.

SFX: Some audience sounds.

Action:

On Jake, in the audience.

Jake opens his program.

Timing:

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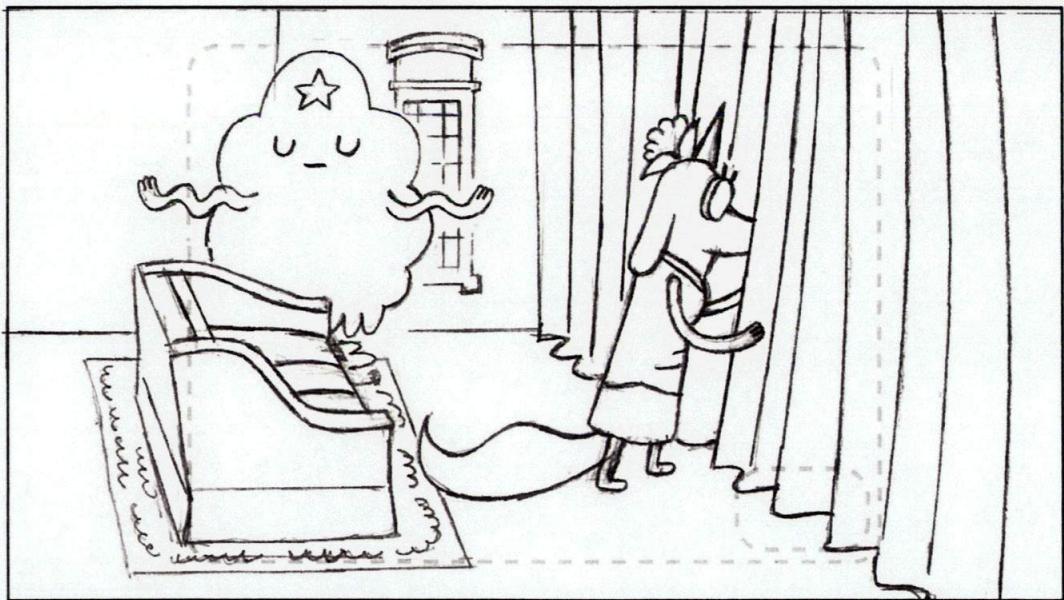
1034/223

Sc. 138

Pnl. A

Bg.

day night



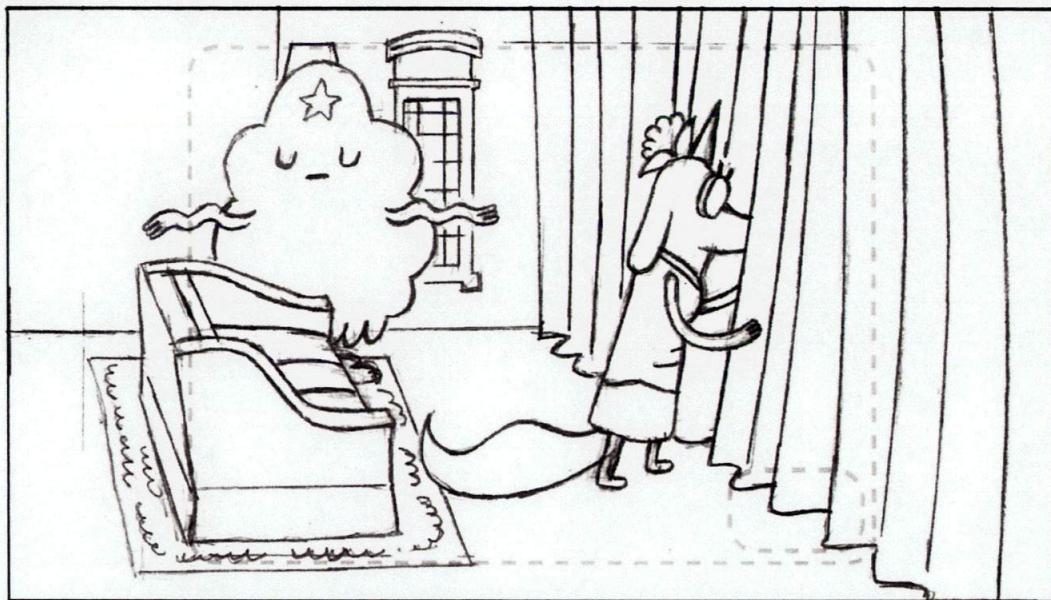
Sc. 138

cont

Pnl. B

Bg.

day night



Dialog:

SFX: Some audience sounds (muffled by the curtain) throughout this scene . . .

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Action: Viola is peeking out through the curtain.
LSP is doing limbering-up exercises.

Timing:

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Sc. 138 ~~cont~~ Pnl. C

Bg.

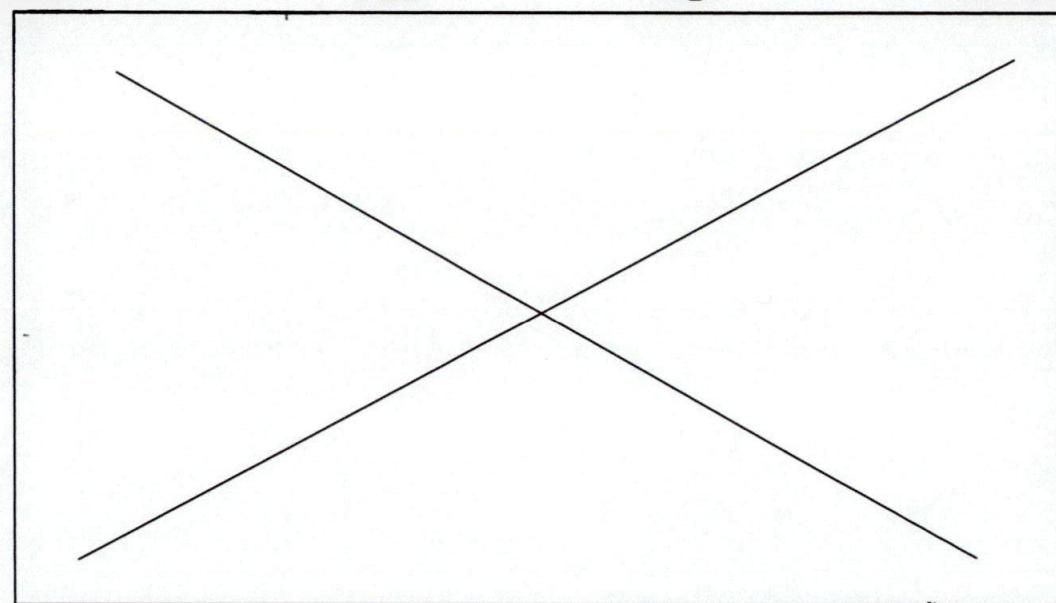
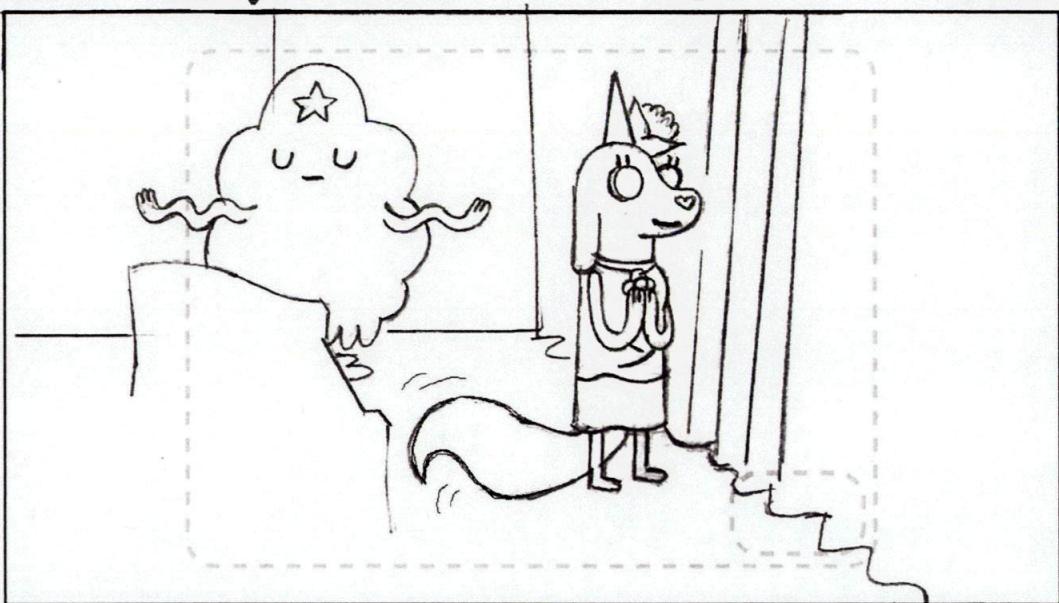
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: —Viola settles back. She is happy that her family
is in the audience.

JUN 09 2015

Timing:

EPISODE # 1034-223

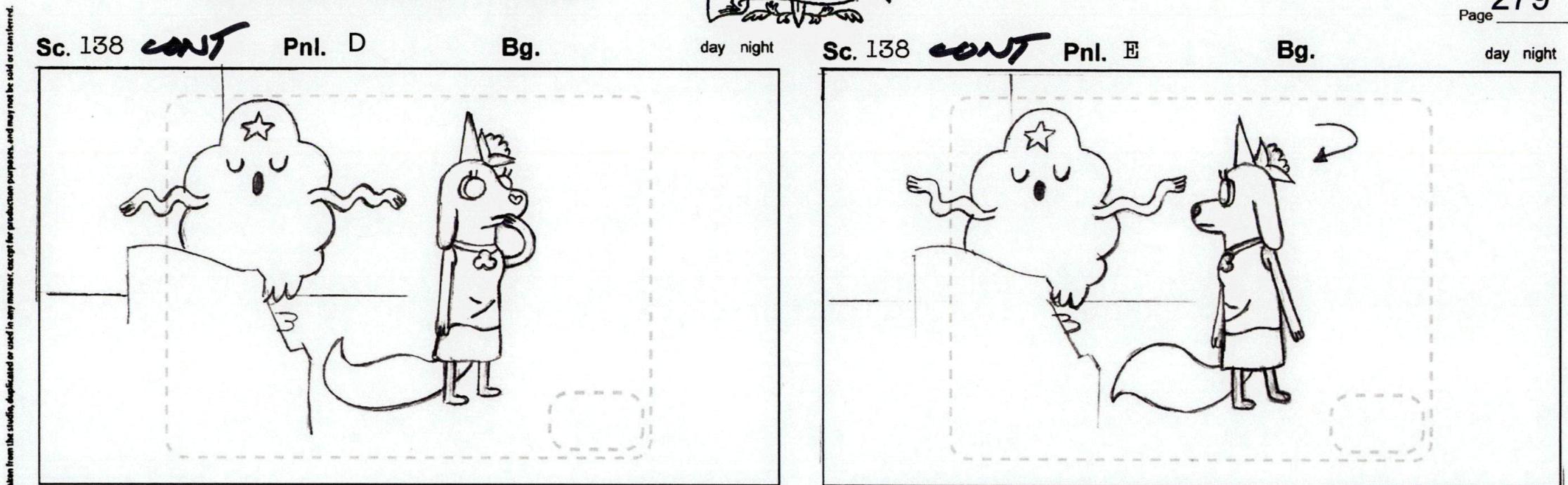
Production :

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Dialog:

LSP: SHE SELLS SEASHELLS BY THE SEA SHORE ...

Action:

Viola thinking. LSP limbering up.

Viola looks at LSP.

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Timing:

Production :

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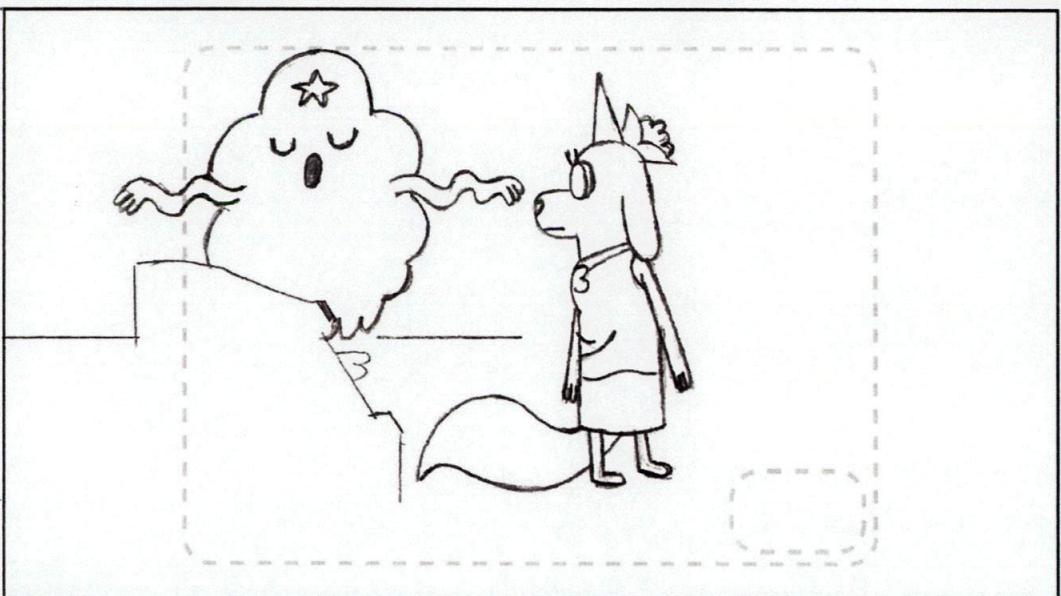
ADVENTURE TIME

Sc. 138 *cont*

Pnl. F

Bg.

day night

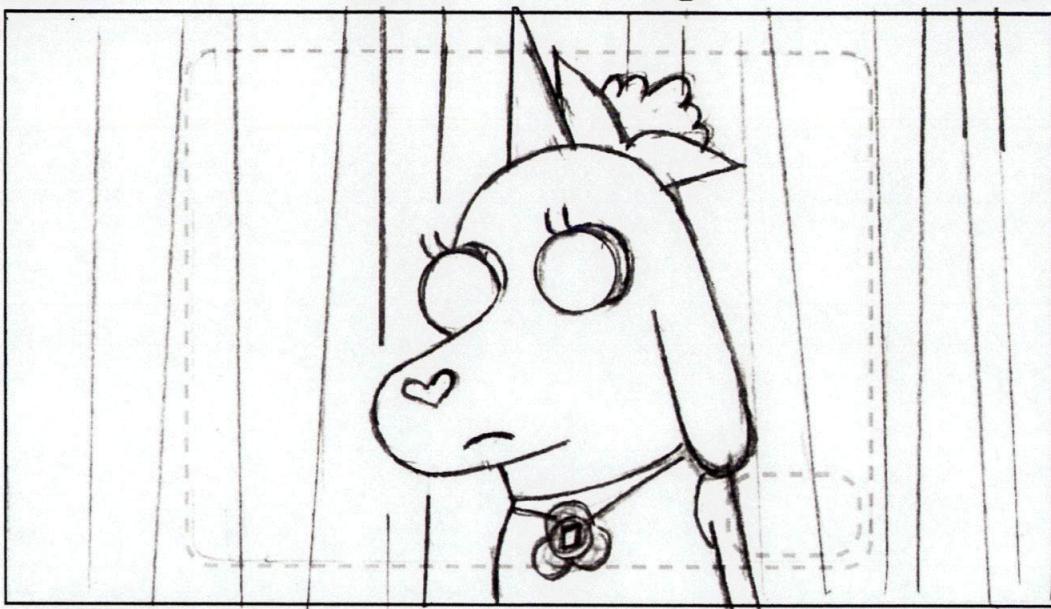


Sc. 139

Pnl. A

Bg.

day night

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Production :

Dialog:

LSP: SHE SELLS SEA SHELLS BY THE SEAS HORe .

Action:

Close on Viola, thinking.

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Timing:

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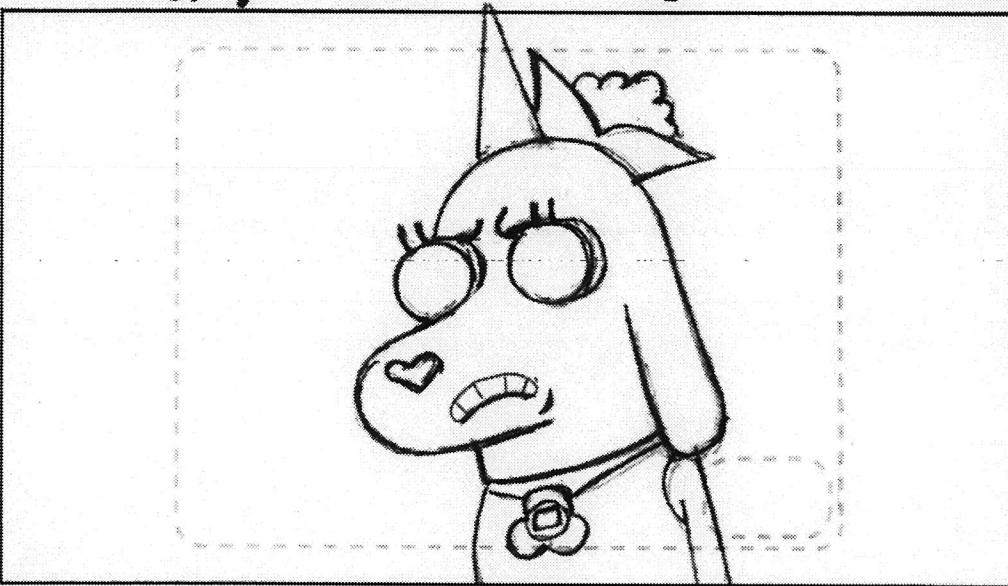
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Sc. 139 *cont*

Pnl. B

Bg.

day night

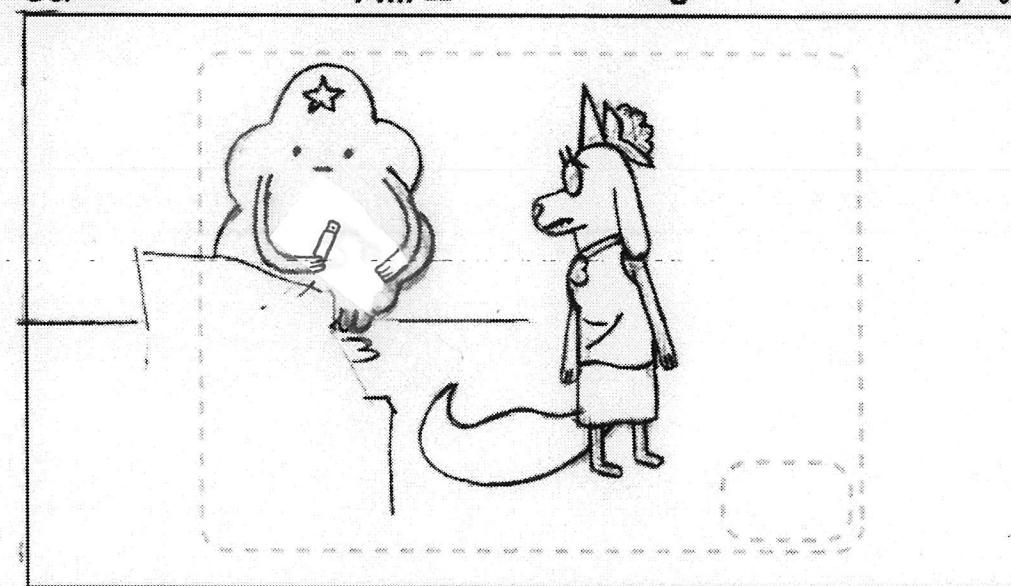


Sc. 140

Pnl. A

Bg.

day night



Dialog:

LSP: [THROAT CLEAR]

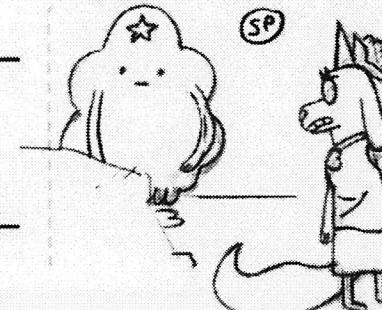
Action: Viola becomes DESPERATE

(A)

LSP grabs an atomizer from her hip pocket.

Timing:

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day night

Sc. 140

cont

Pnl. B

Bg.

day night

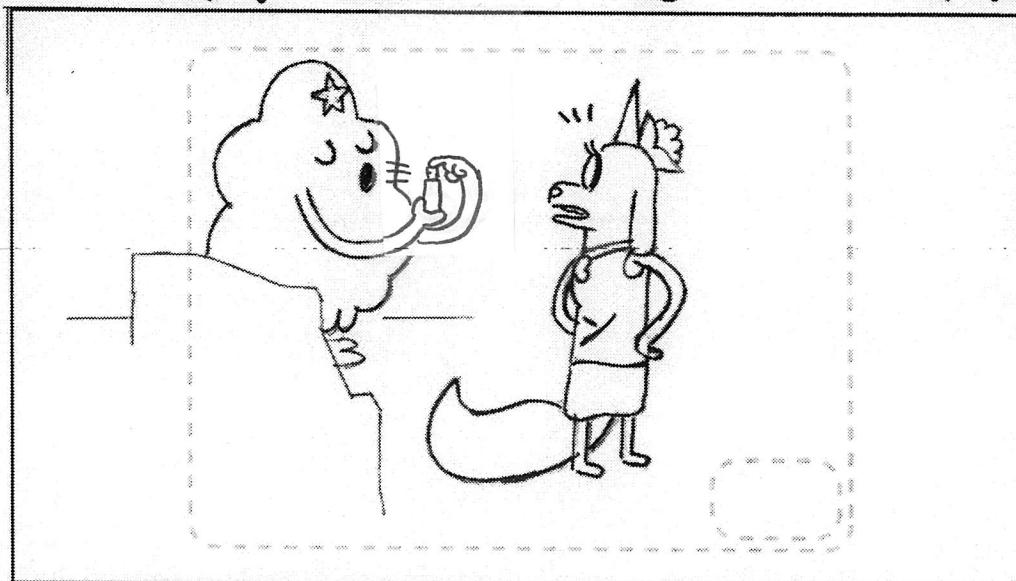
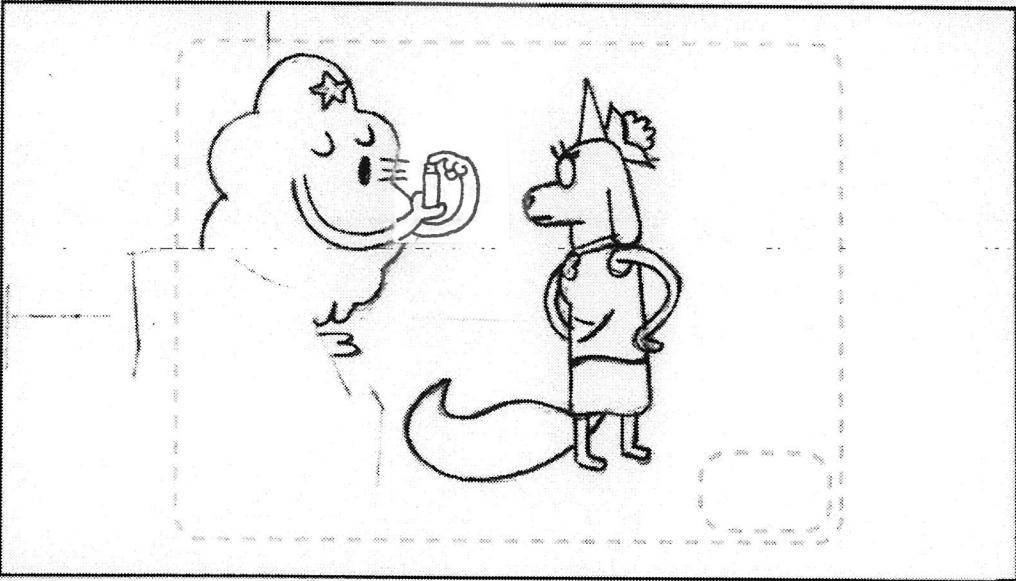
Sc. 140

cont

Pnl. C

Bg.

day night



Dialog:

SFX: Spff! [Atomizer]

LSP: AAAH!

Action:

LSP sprays her throat with the atomizer.

Timing:



SFX: Spff!

VIOLA: (quick) I'M SORRY!

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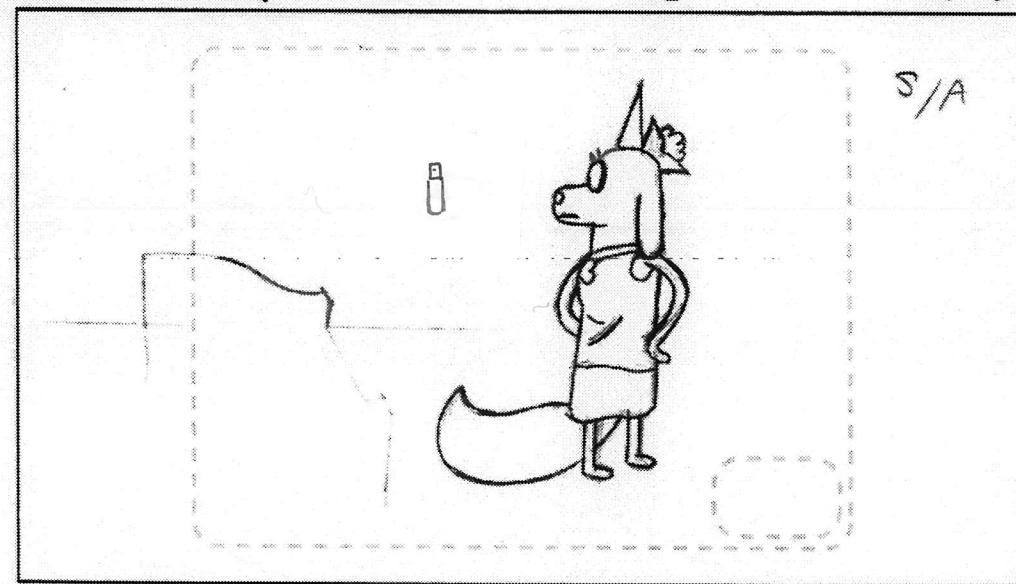
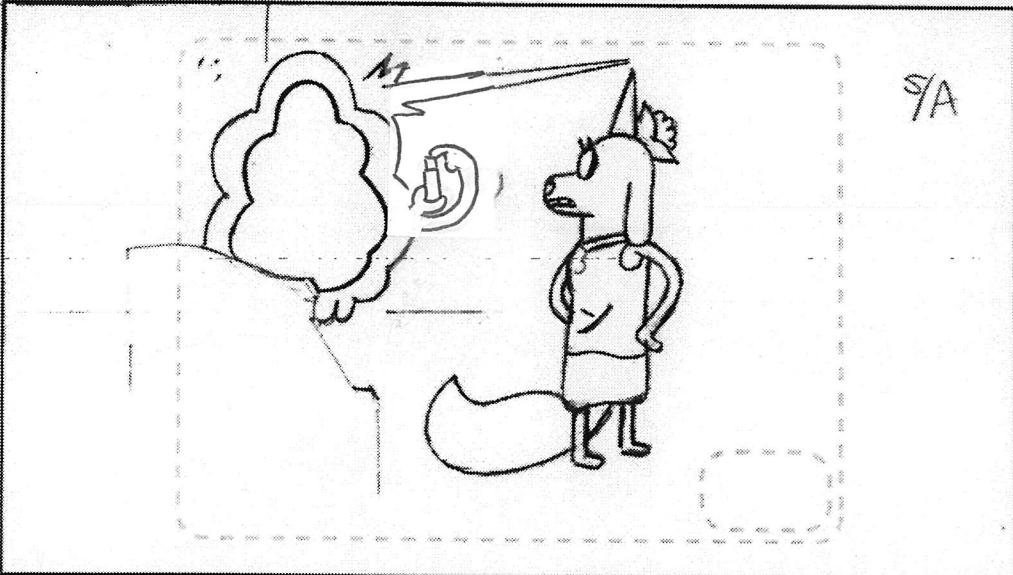


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Sc. 140 *cont* Pnl. D Bg. day night Sc. 140 *cont* Pnl. E Bg. day night



Dialog:

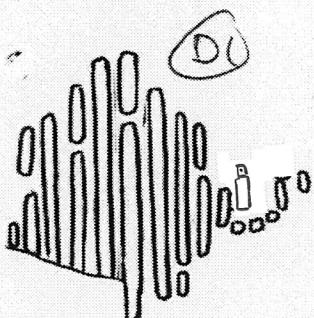
SFX: * VMM! *

Action:

Viola zaps LSP to make her go far away.

LSP disappears, leaving the atomizer hovering for a second or so.

Timing:



JUN 09 2015

Production:

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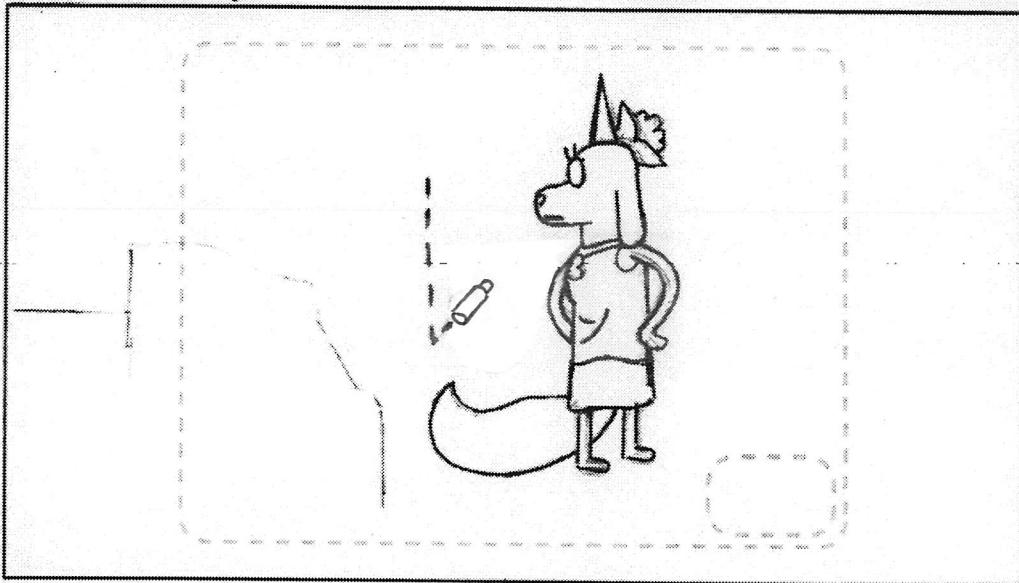
Production:

Sc. 140 *cont*

Pnl. F

Bg.

day night

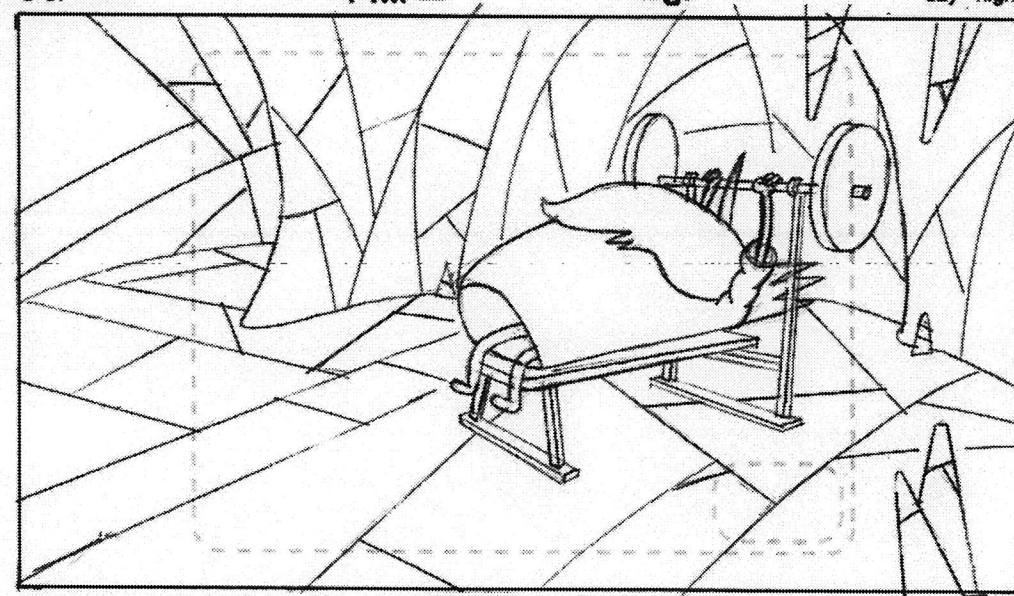


Sc. 141

Pnl. A

Bg.

day night



Dialog:

SFX: * CLINK *

Action:

(The atomizer falls and bounces.)



Cut to: Ice King lifting weights in his ice castle.

Timing:



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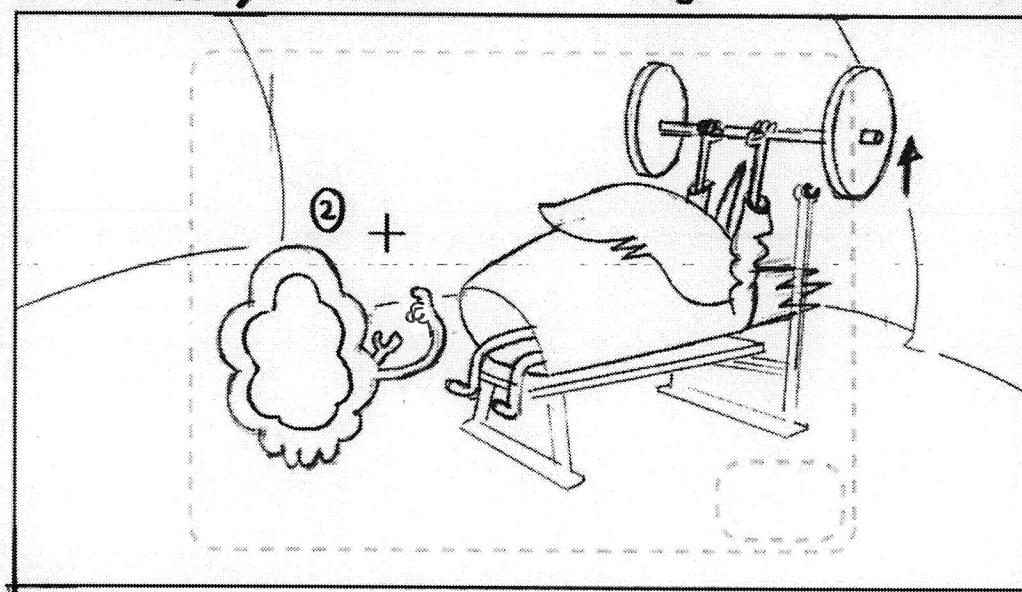
Production :

Sc. 141 cont

Pnl. B

Bg.

day night

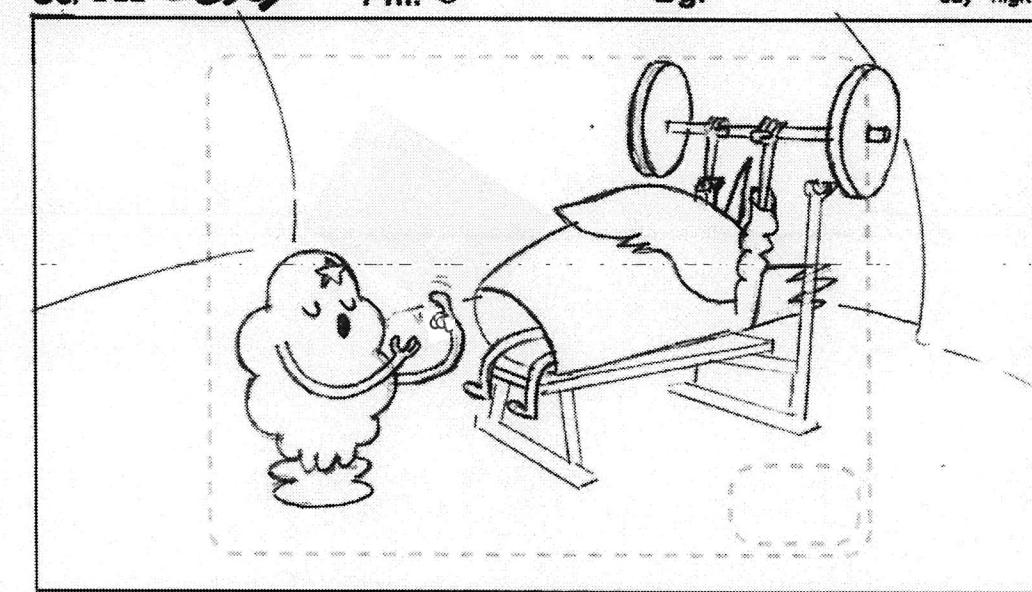


Sc. 141 cont

Pnl. C

Bg.

day night



Dialog:

SFX: * Vmmmm *

LK: [LONG STRAIN]



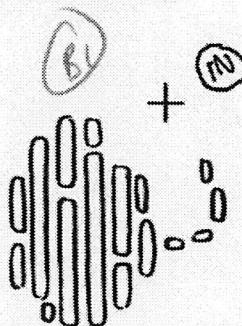
Action:

LSP appears magically.

LSP is still in the pose of spraying her throat with the atomizer, from the previous scene.

JUN 09 2012

Timing:



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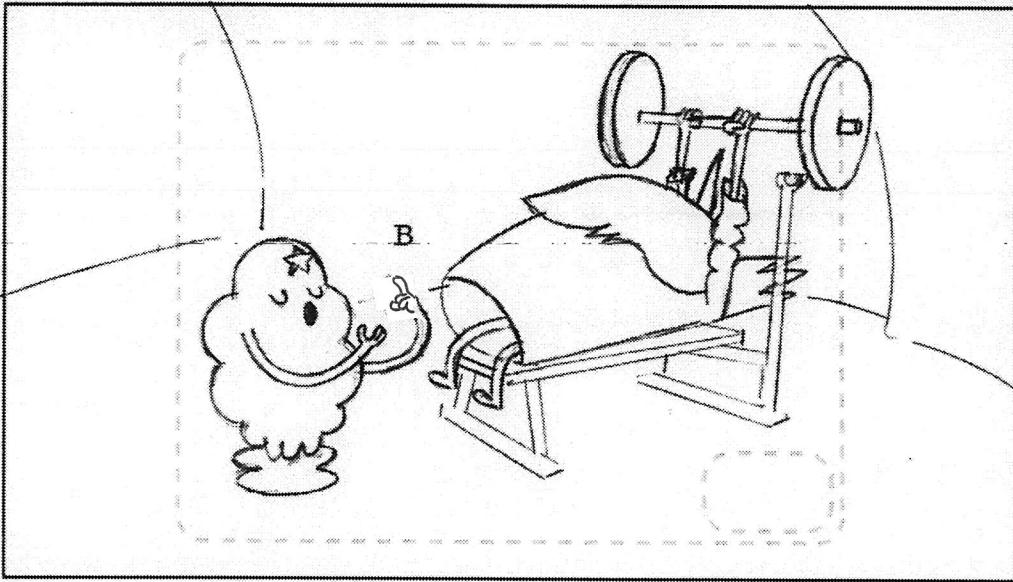
Production :

Sc. 141 cont

Pnl. D

Bg.

day night

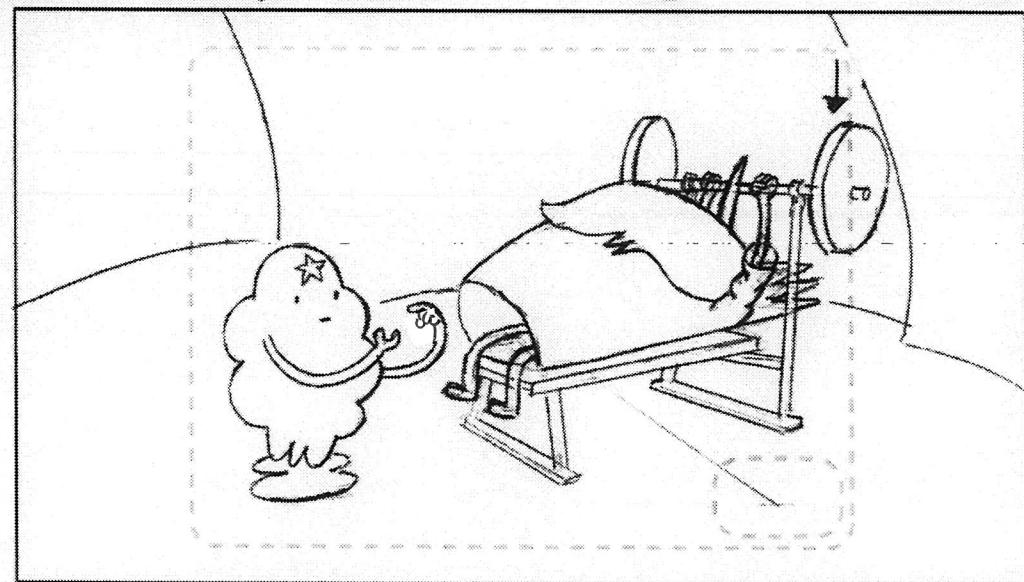


Sc. 141 cont

Pnl. E

Bg.

day night



Dialog:

SFX: Clink! [Barbell]

Action:

IK lowers barbell.

LSP opens her eyes.

JUN 09 2015

Timing:

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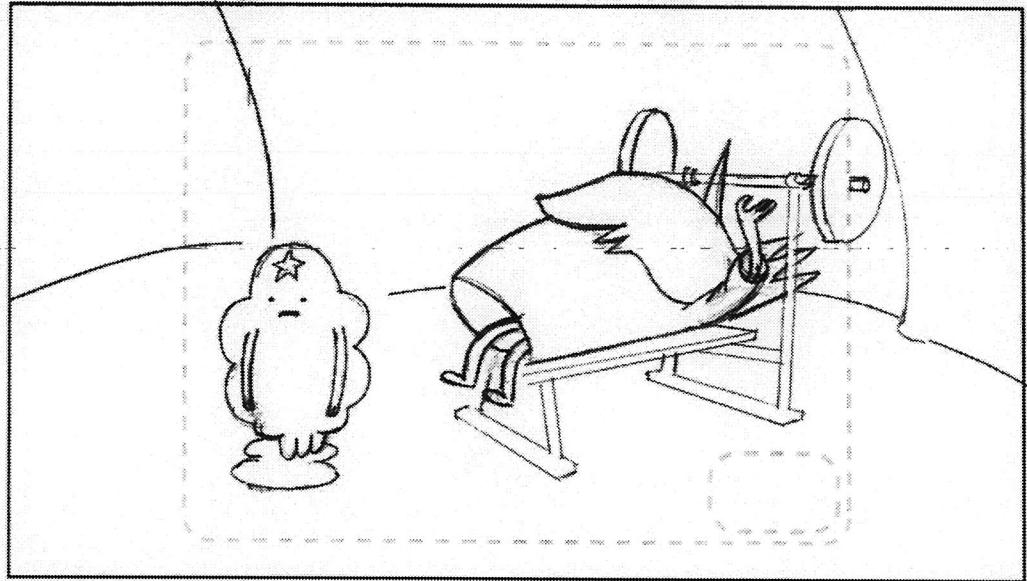
Production :

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Sc. 141 ~~cont~~ Pnl. F

Bg.

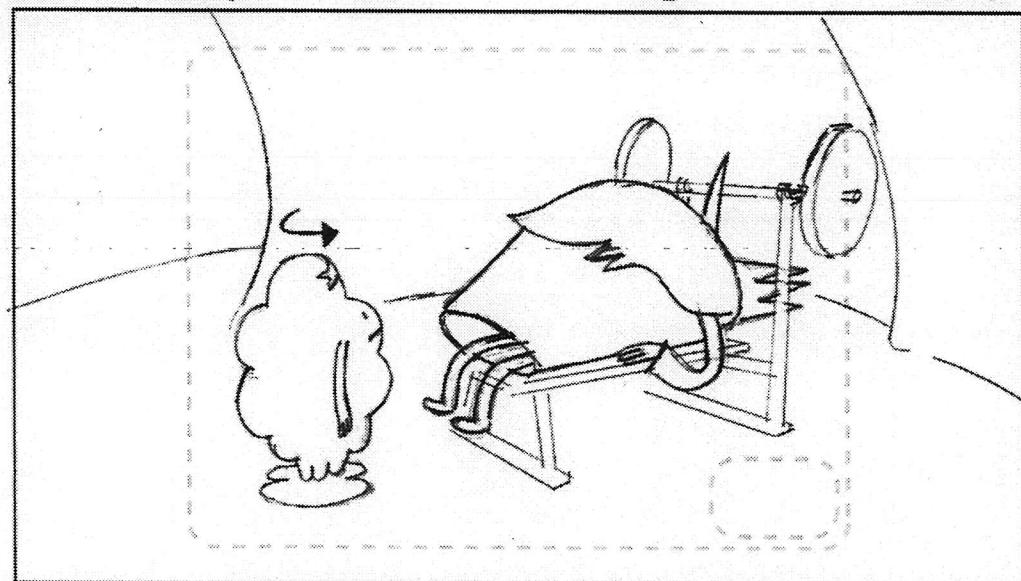
day night



Sc. 141 ~~cont~~

Pnl. G

day night



Dialog:

Action: LSP looks around, not understanding how she got here.

LSP looks around and sees the Ice King.

JUN 09 2015

Timing:

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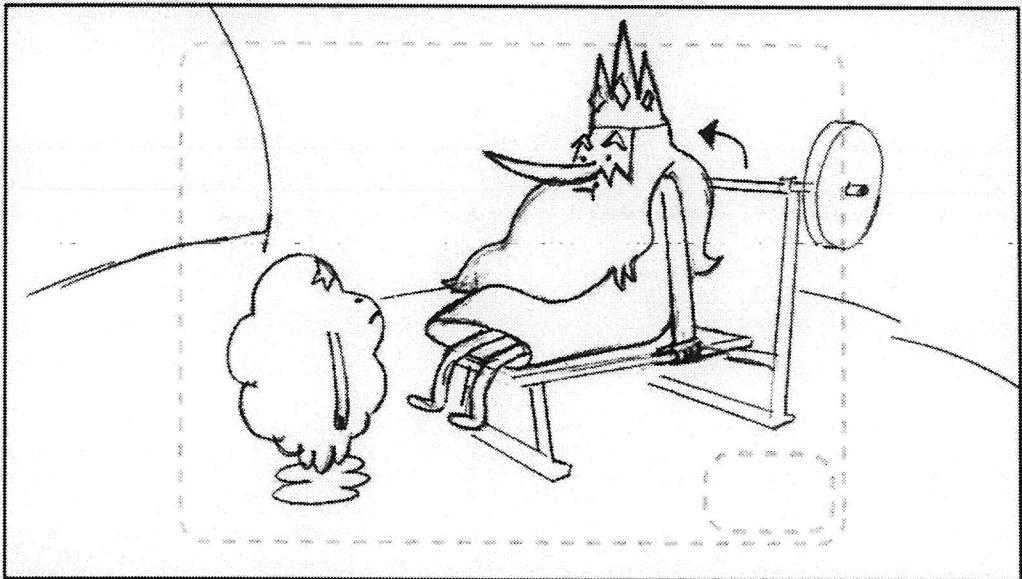
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Sc. 141 ~~cont~~

Pnl. H

Bg.

day night

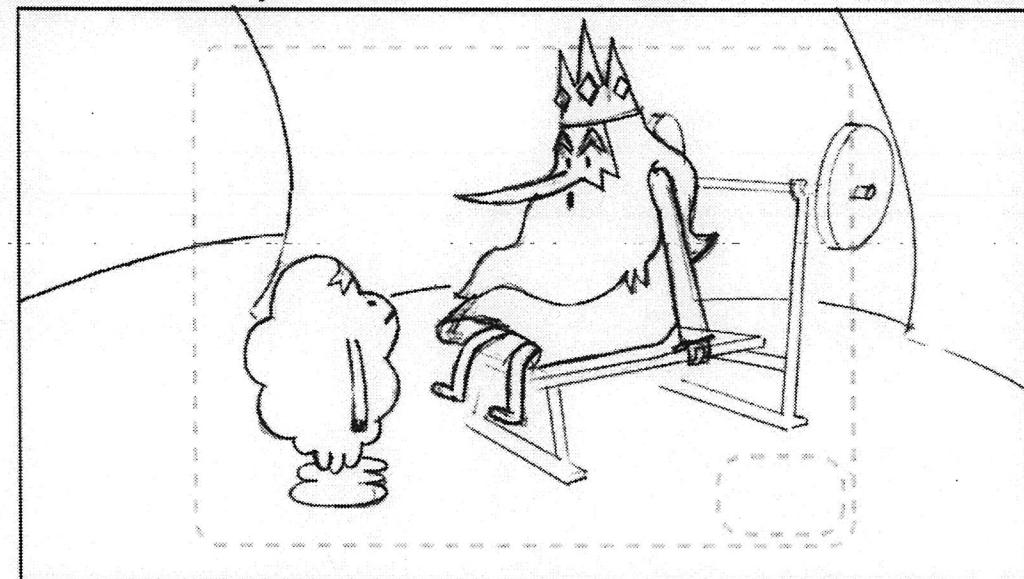


Sc. 141 ~~cont~~

Pnl. I

Bg.

day night



Dialog:

Action: IK sits up.

IK looks at LSP with surprise!

JUN 09 2015

Timing:

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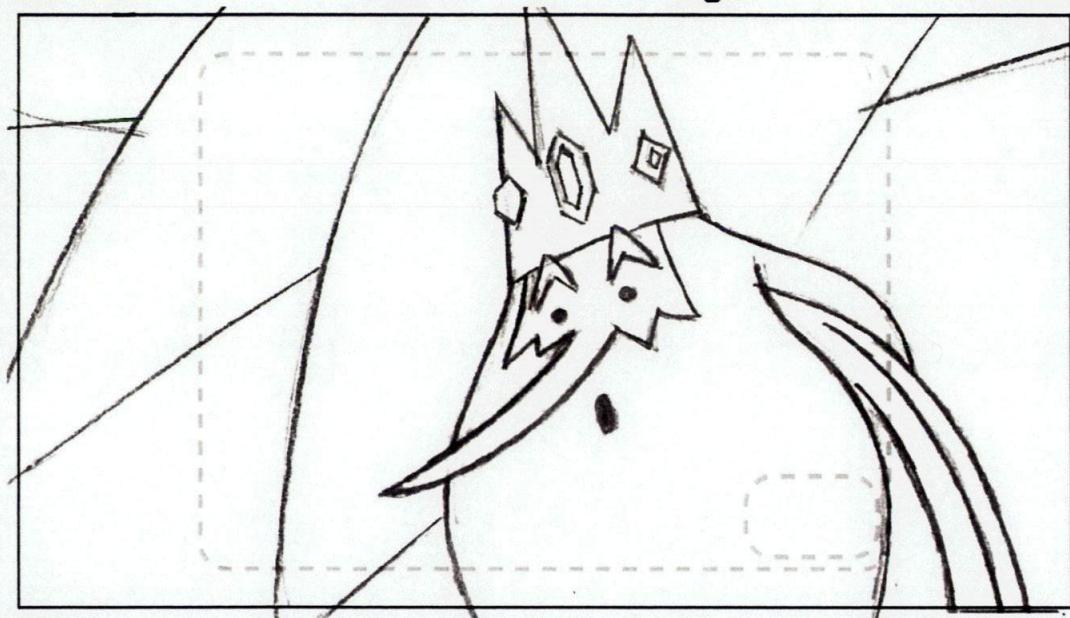
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Sc. 142

Pnl. A

Bg.

day night

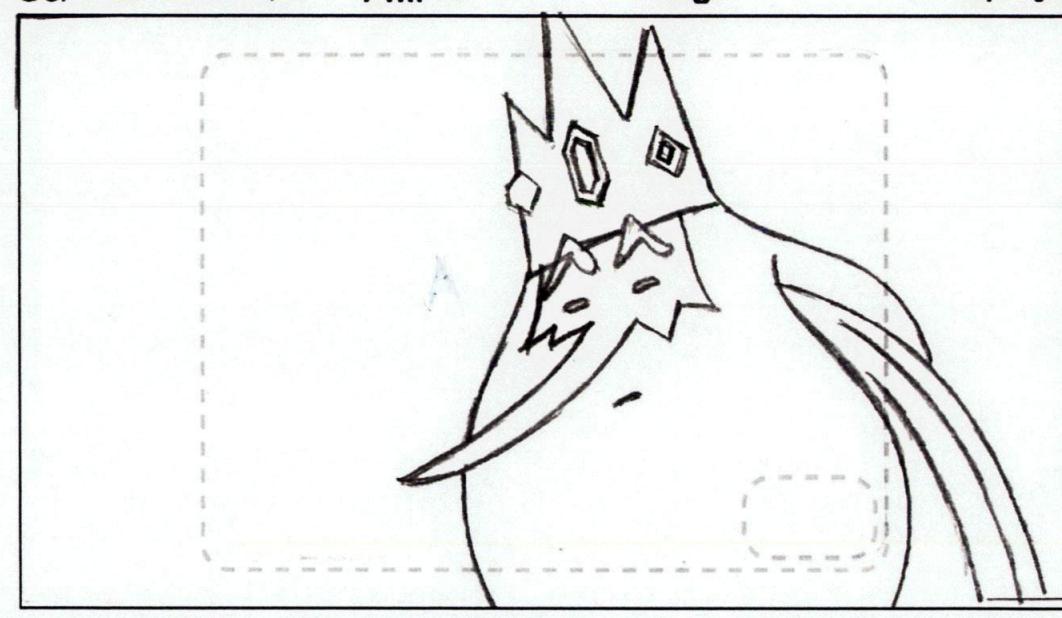


Sc. 142 cont

Pnl. B

Bg.

day night



Dialog:

Action:

IK waggles his eyebrows.

JUN 09 2011

Timing:

Production :

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Sc. 142 cont Pnl. C

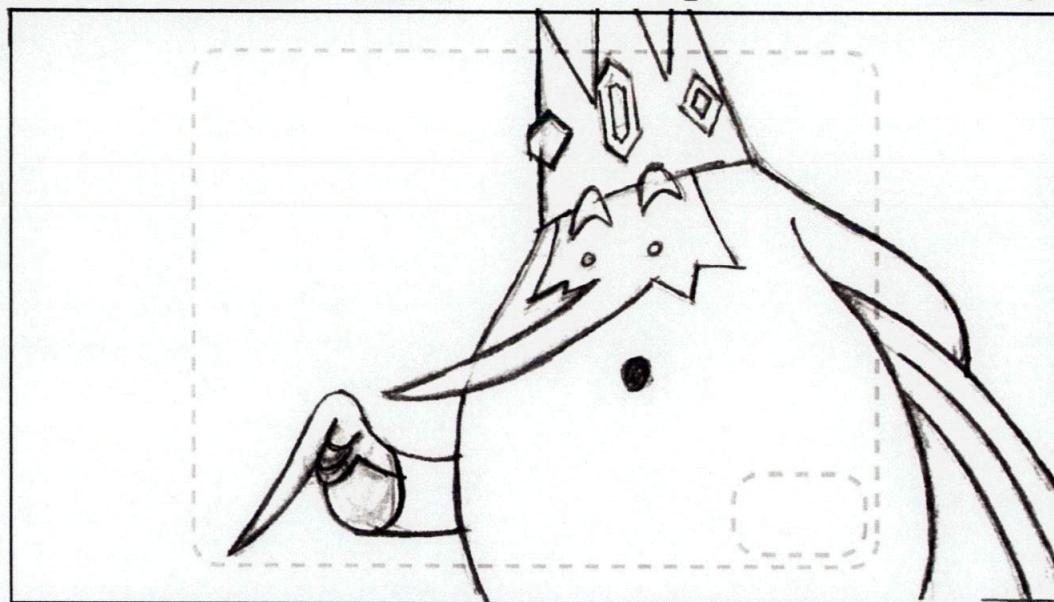
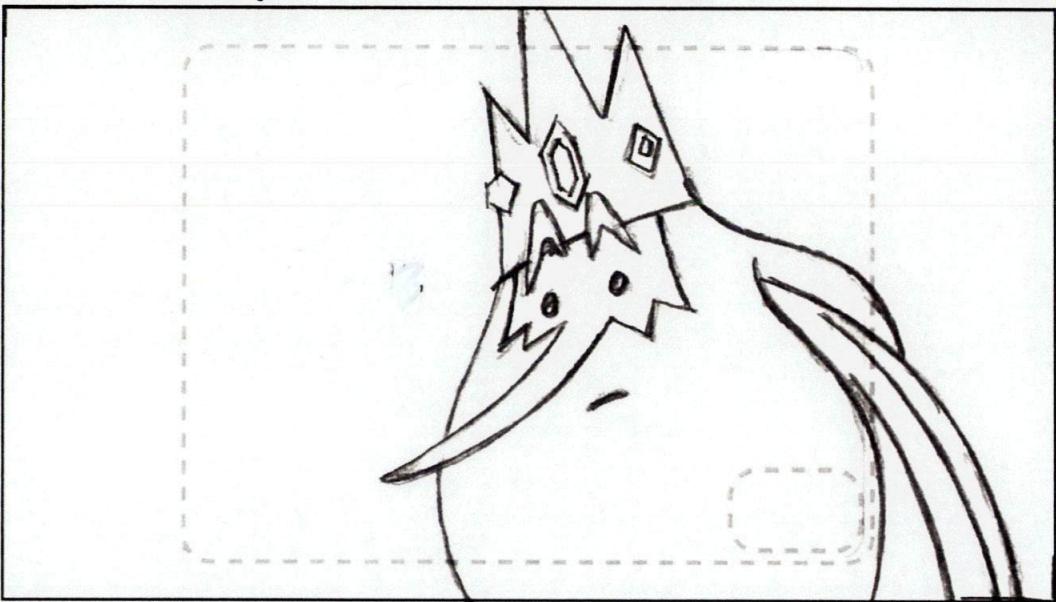
Bg.

day night

Sc. 142 cont Pnl. D

Bg.

day night



Dialog:

Ice King: Are --YOU REALLY HERE ...

Action: IK waggles his eyebrows.

JUN 09 2015

Timing:

Production :

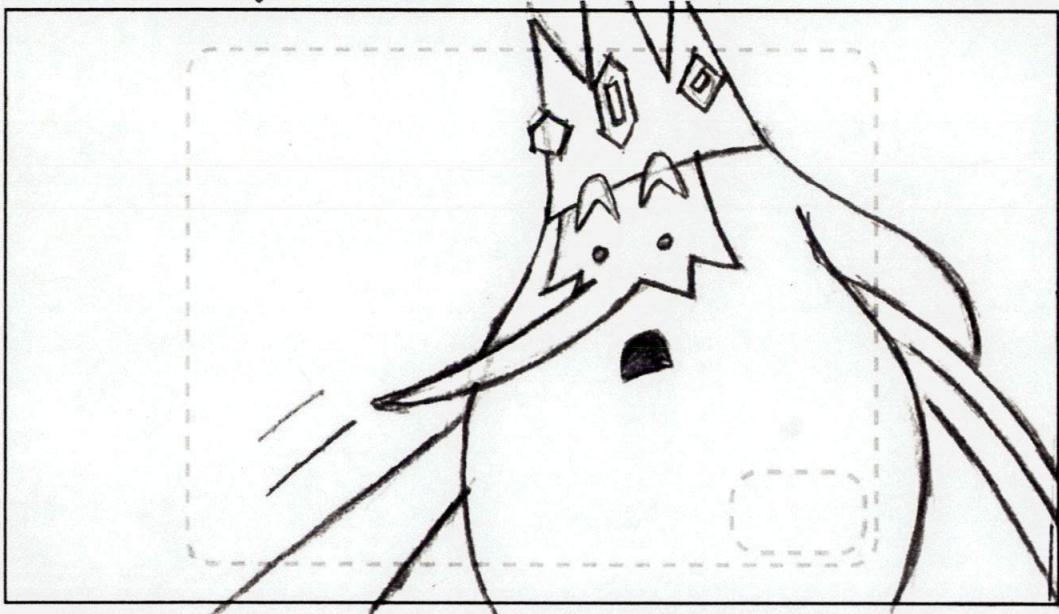
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ADVENTURE TIME

Sc. 142 *cont* Pnl. E

Bg.

day night

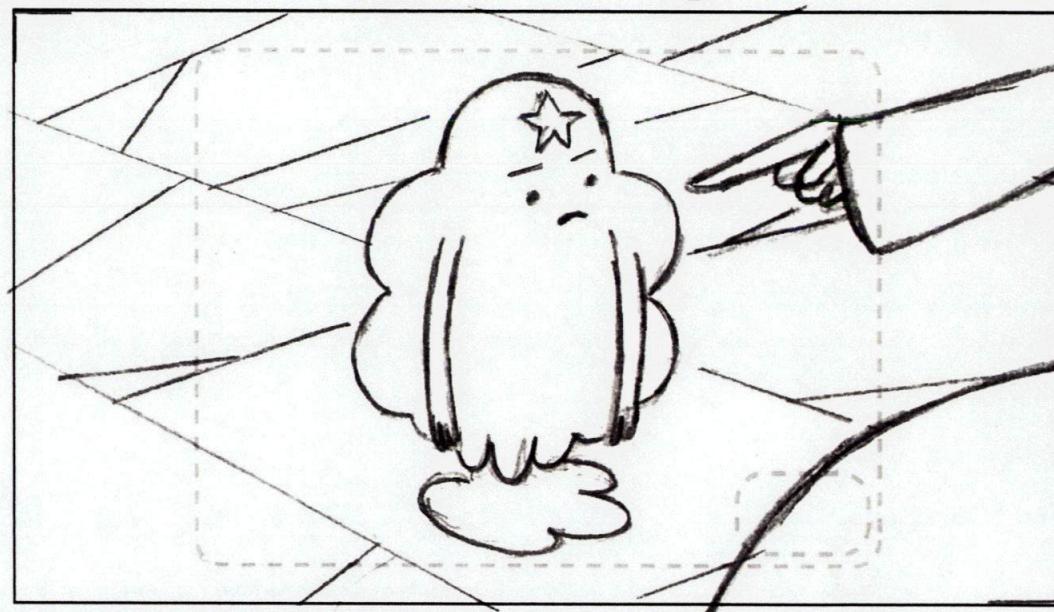


Sc. 143

Pnl. A

Bg.

day night

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EPISODE #

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Production :

Dialog:

IK: - OR ARE YOU LIKE --IK: (o/s) --- an 'eye floater'?

Action:

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Timing:

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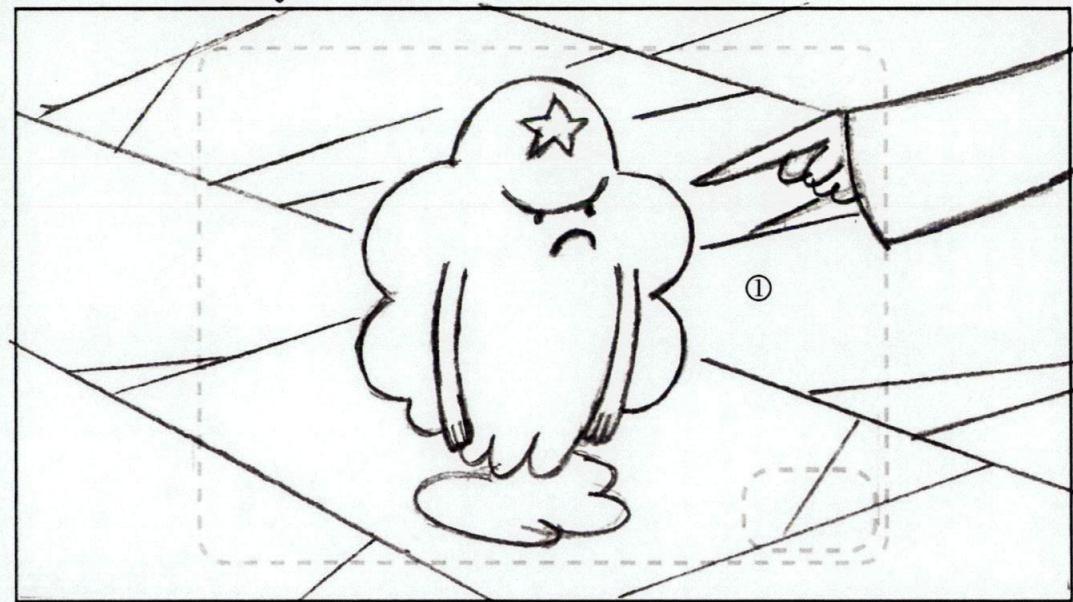


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Sc. 143 *cont* Pnl. B

Bg.

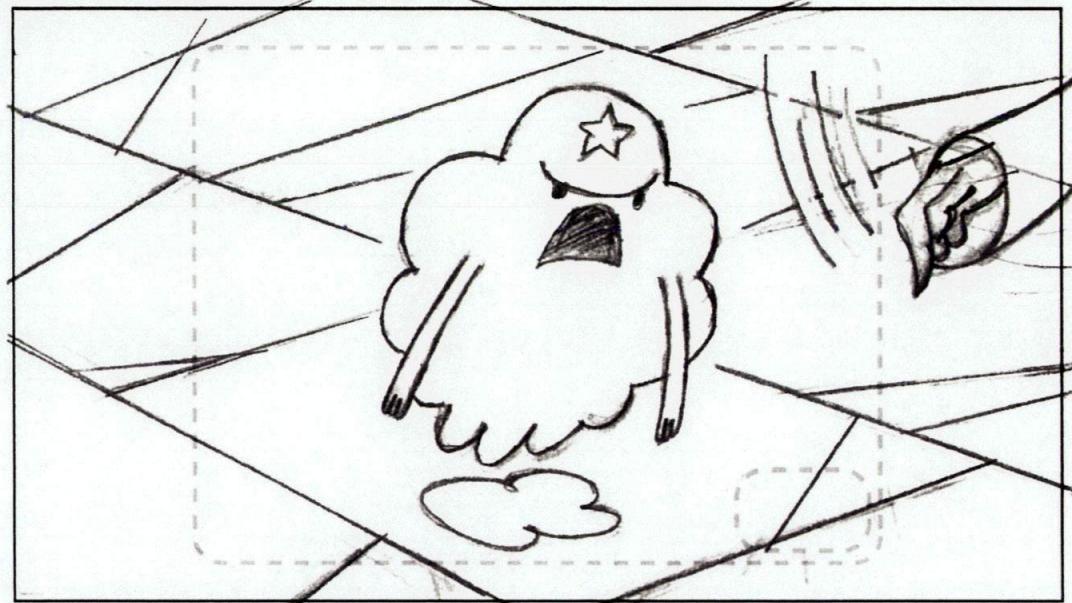
day night



Sc. 143 *cont* Pnl. C

Bg.

day night

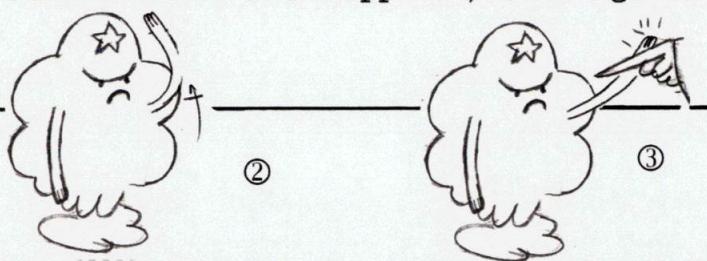


Dialog:

LSP: I've been usurped!

Action: LSP starts to realize what happened, how she got here.

Timing:



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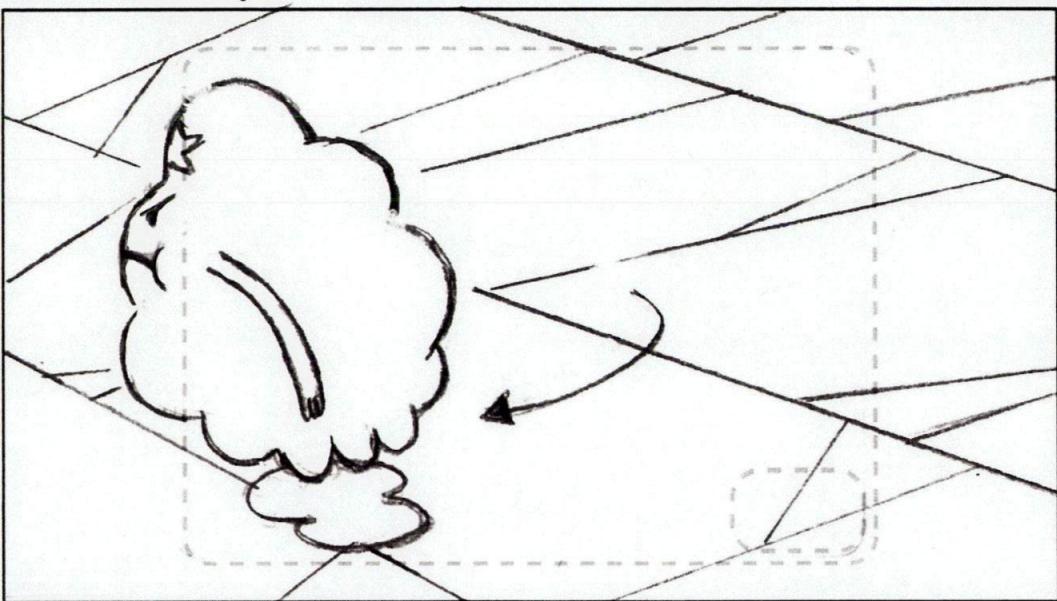
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Sc. 143 ~~cont~~

Pnl. D

Bg.

day night

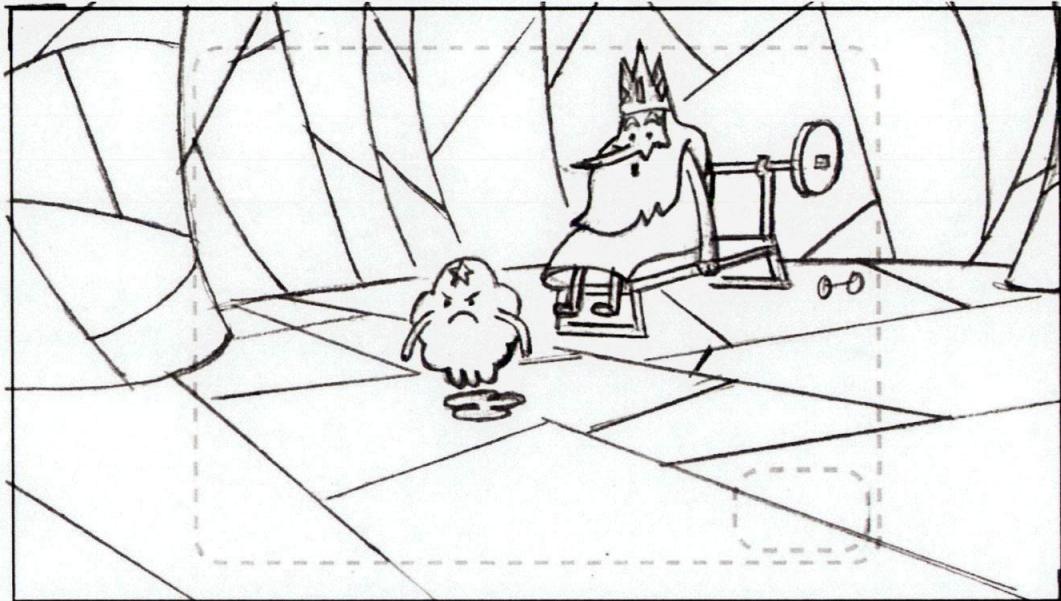


Sc. 144

Pnl. A

Bg.

day night



Dialog:

Action: LSP storms off.

LSP takes off, as fast as she can.

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Timing:

Production :

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ADVENTURE TIME



No scene 145

Sc. 144 *cont* Pnl. B

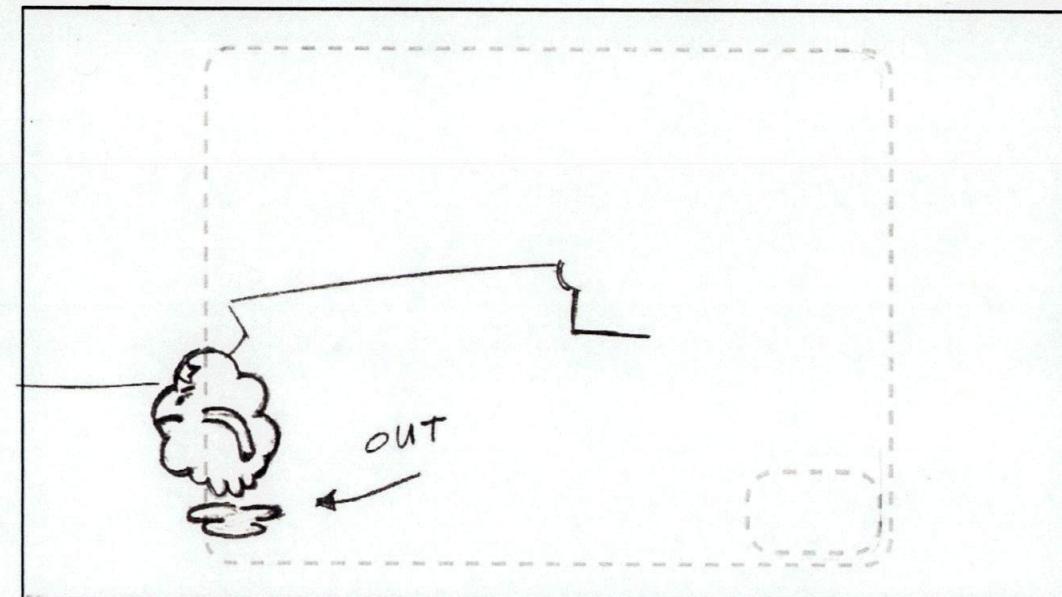
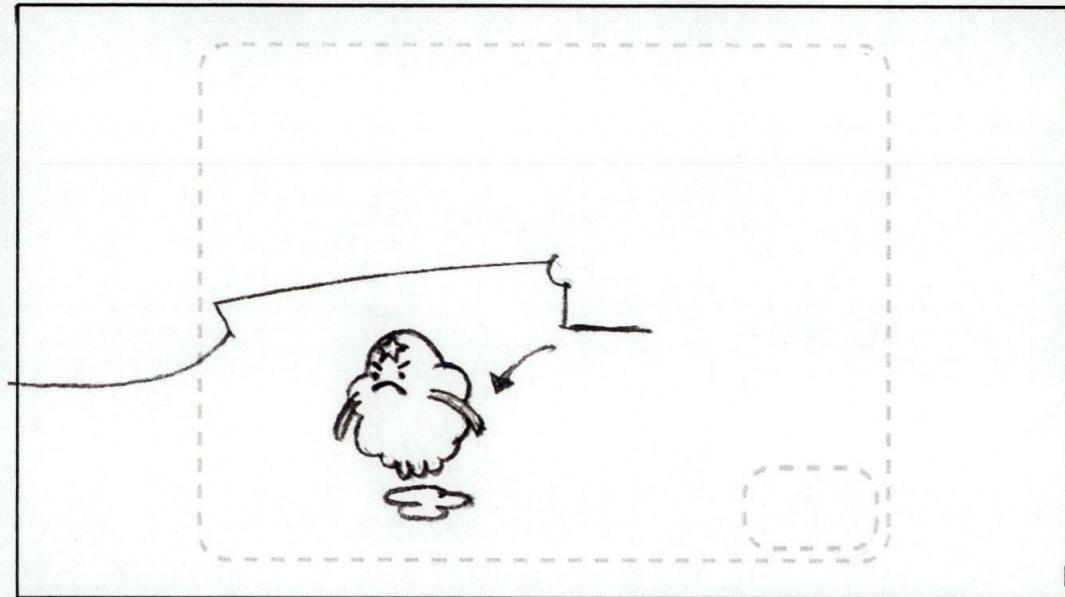
Bg.

day night

Sc. 144 *cont* Pnl. C

Bg.

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Page NO PG 295
day night



Dialog:

Action:

- LSP SPEEDS OFF/S

Timing:

JUN 09 2015

Production :

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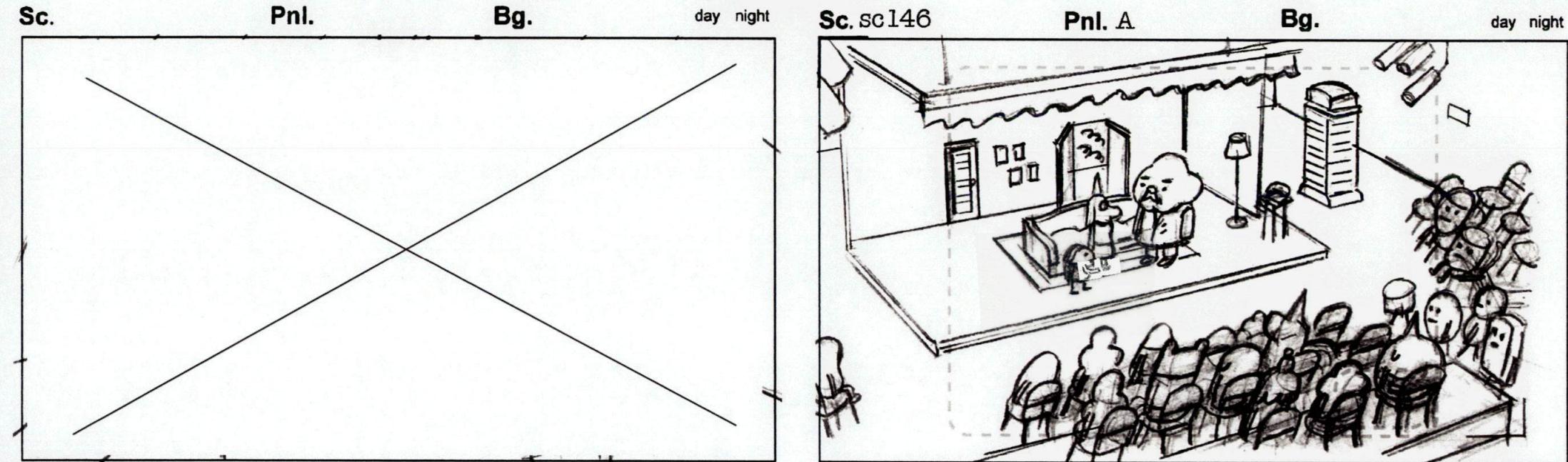
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| | |
|----------------|---|
| Dialog: | <u>Viola:</u> I can't believe this is our last summer here. |
| Action: | Back at the playhouse, Viola is now starring in the play. |
| Timing: | JUN 09 2015 |

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ADVENTURE TIME



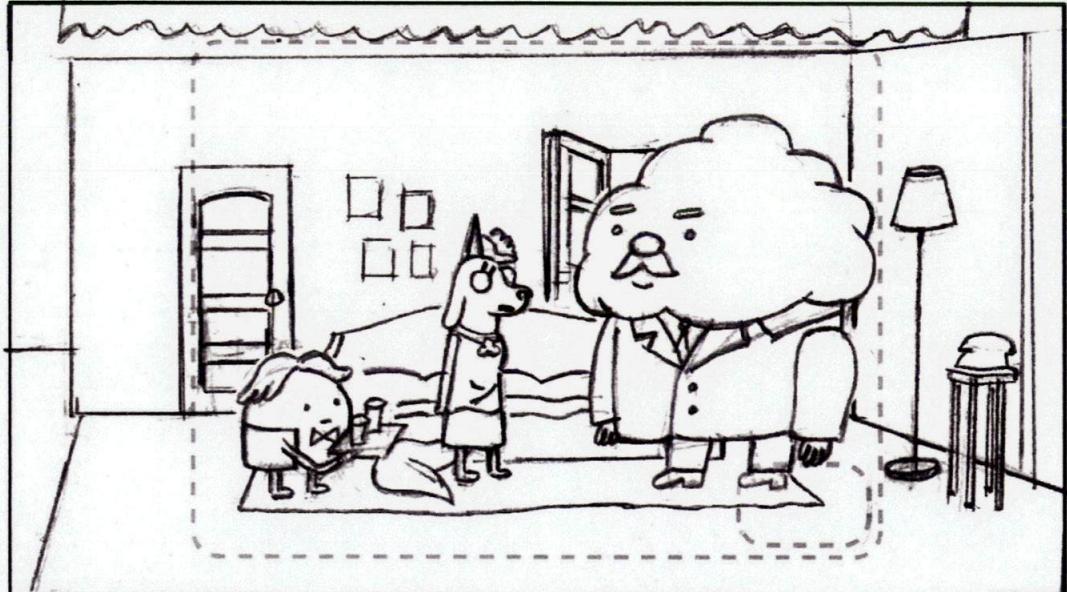
Page **297**

Sc. 147

Pnl. A

Bg.

day night



Sc. 147

~~cont~~

Pnl. B

Bg.

day night



Dialog:

Viola: But everything changes, I suppose.

Mr. C: One thing hasn't changed.

You've never looked lovlier.

Action:

JUN 09 2015

Timing:

Production :

1034/223

ADVENTURE TIME



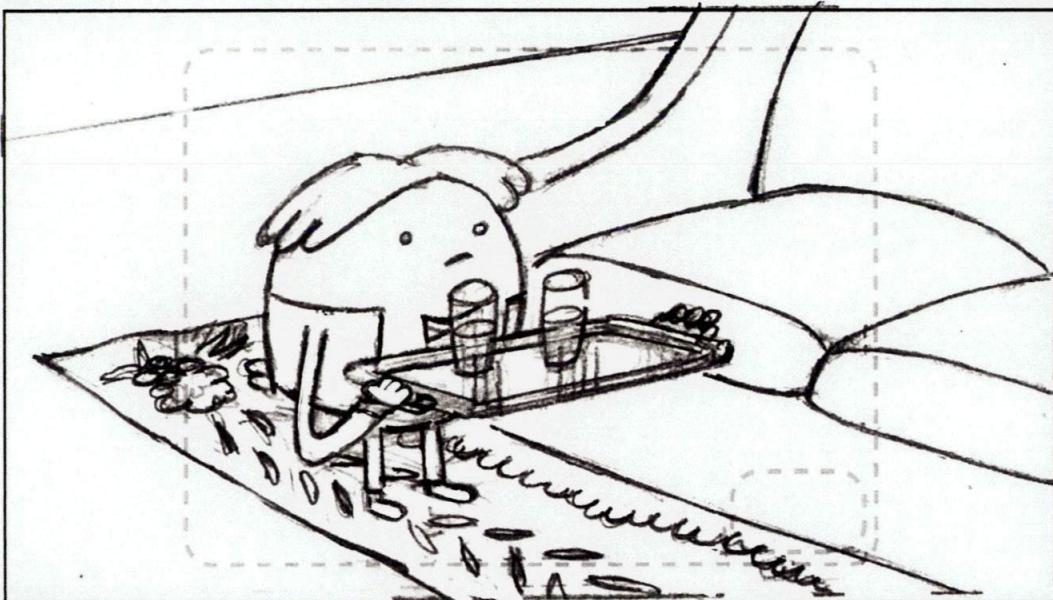
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Sc. 148

Pnl. A

Bg.

day night



Sc. 148 *cont*

Pnl. B

Bg.

day night



1034/223

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Dialog:

Action:

Crunchy holds up a prompter for Mr. Cupcake.
(The glasses are glued to the tray so they won't fall off.)

JUN 09 2015

Timing:

EPISODE #

1034-223

Production :

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ADVENTURE TIME



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Page

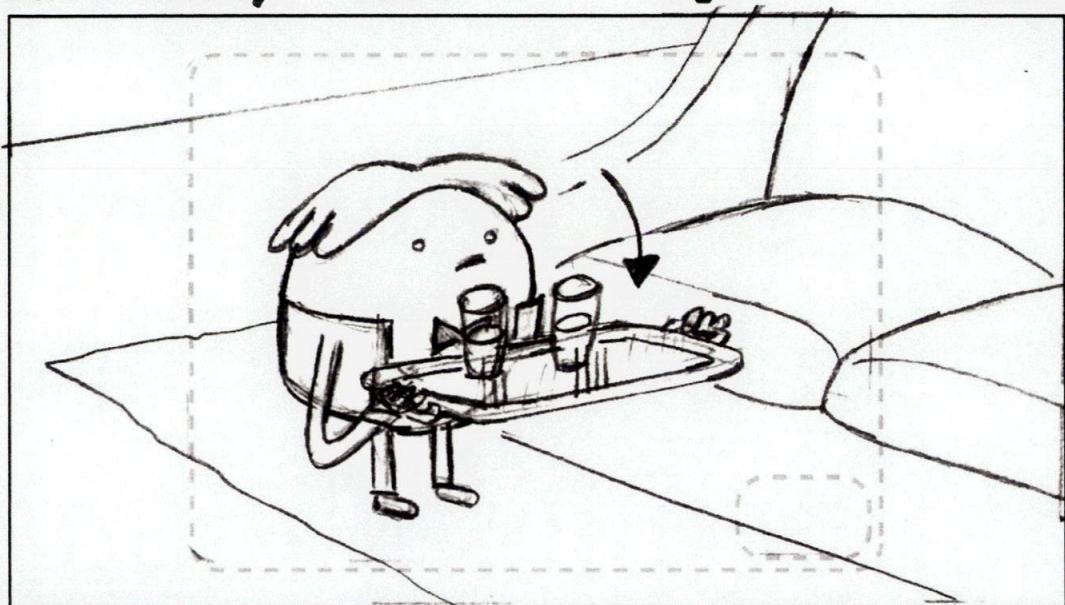
1034 / 223

Sc. 148 *cont*

Pnl. C

Bg.

day night



Sc. 149

Pnl. A

Bg.

day night



Dialog:

...

...

Action:

[Start pose]

JUN 09 2011

Timing:

Production :

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ADVENTURE TIME



No scene 150

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Sc. 149 *cont* Pnl. B

Bg.

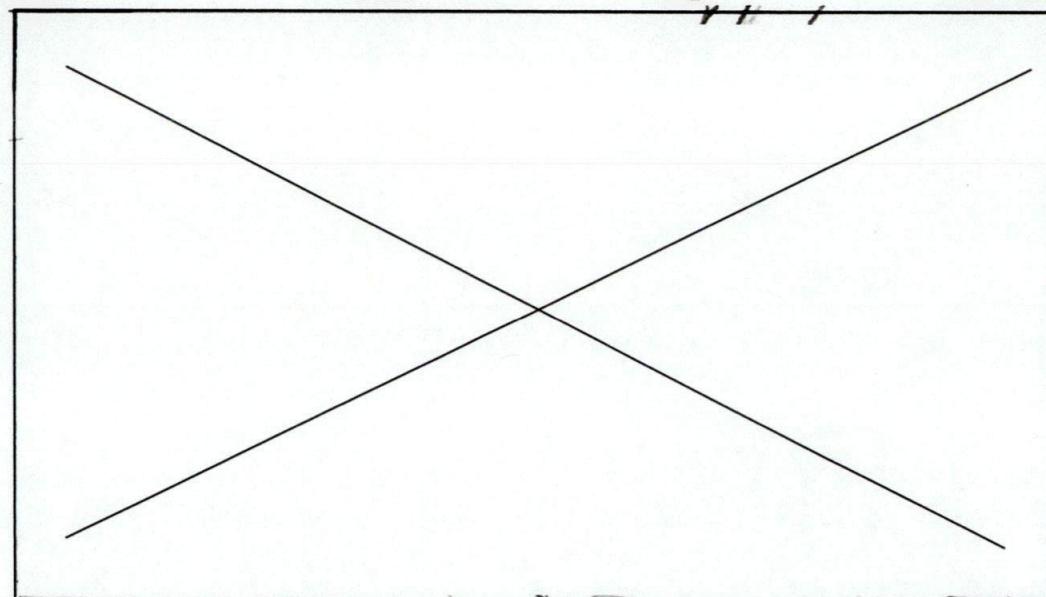
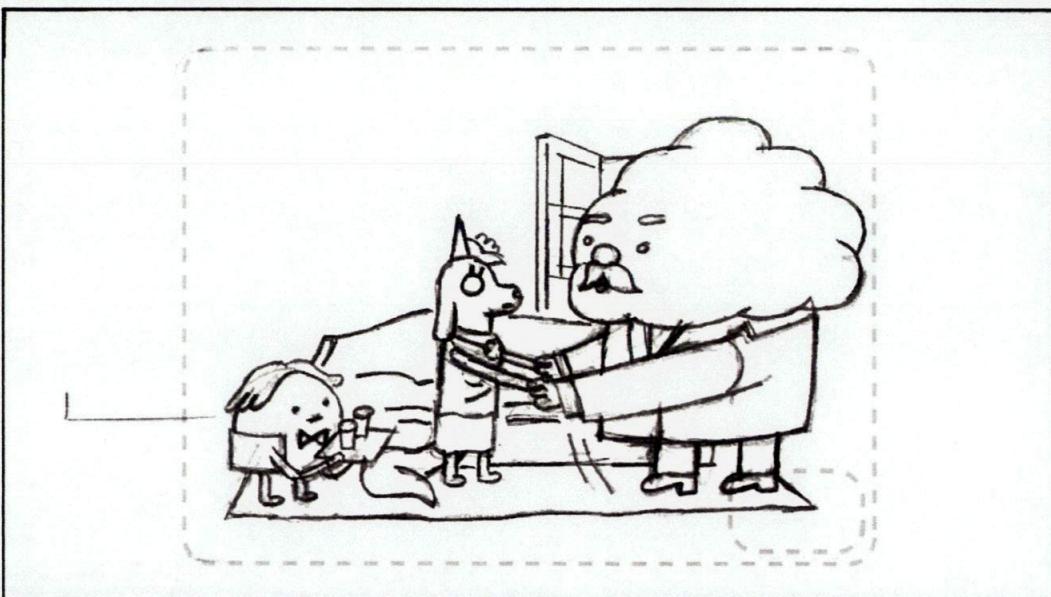
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Mr. C: ... Miranda Hobson.

Action:

Mr. Cupcake takes Viola's hands in his hands.

JUN 09 2015

Timing:

EPISODE # 1034-223

Production :

1034 / 223

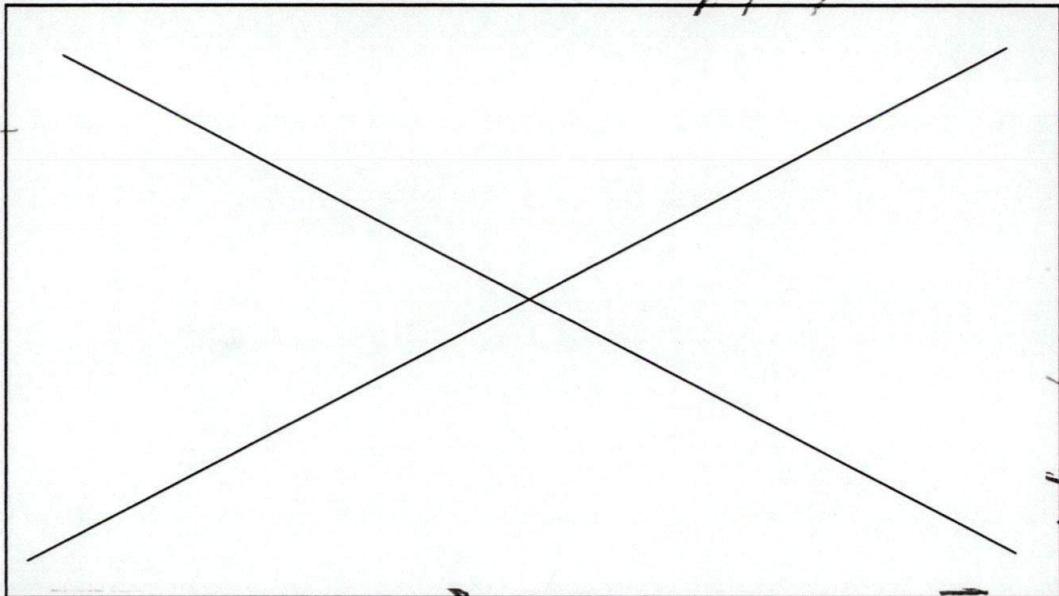
ADVENTURE TIME



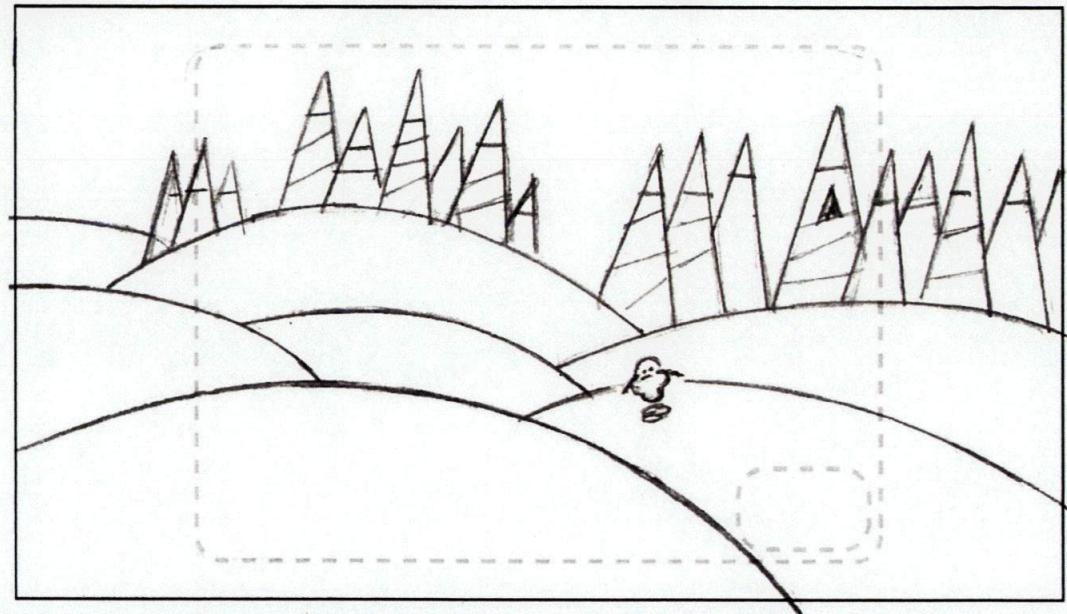
No. 50150

Page 301

Sc. 150 Pnl. 1 Bg. 1 day night



Sc. 151 Pnl. A Bg. 1 day night



Dialog:

LSP: <grumbling>

Action:

LSP speeds over the frozen hills near the ice castle.

JUN 09 2015

Timing:

Production :

ADVENTURE TIME



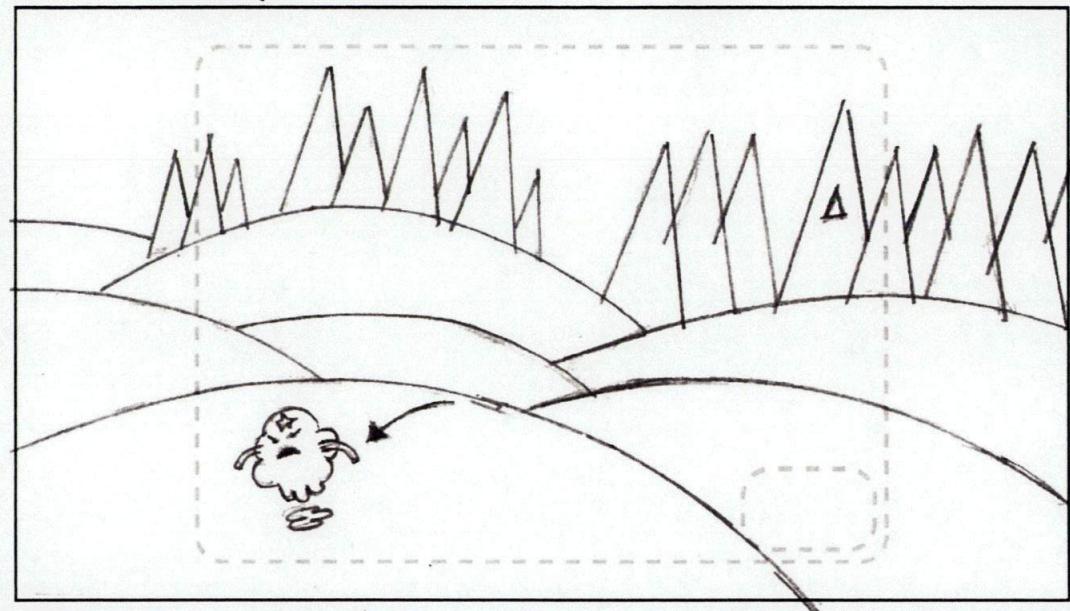
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1034/223

Sc. 151 *cont* Pnl. B

Bg.

day night

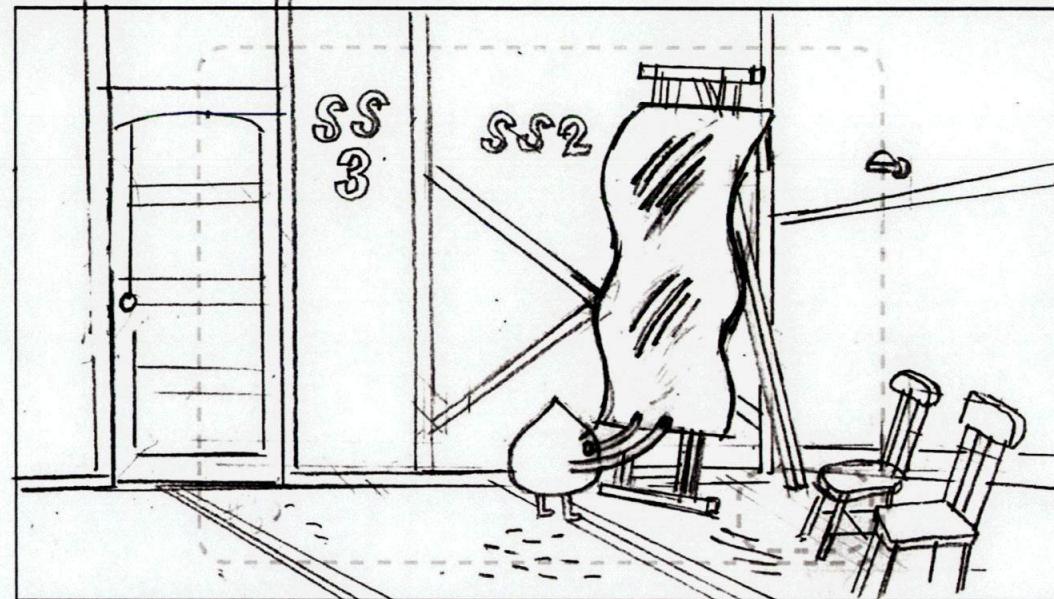


Sc. 152

Pnl. A

Bg.

day night



Dialog:

LSP: Grrr ...

SFX: Boom-mm-mm. [Thunder]

Action:

[‘A’ pose]

— A new special effects person makes the thunder sound effects.

JUN 09 2015

Timing:

EPISODE #

Production :

1034-223

1034 / 223

ADVENTURE TIME

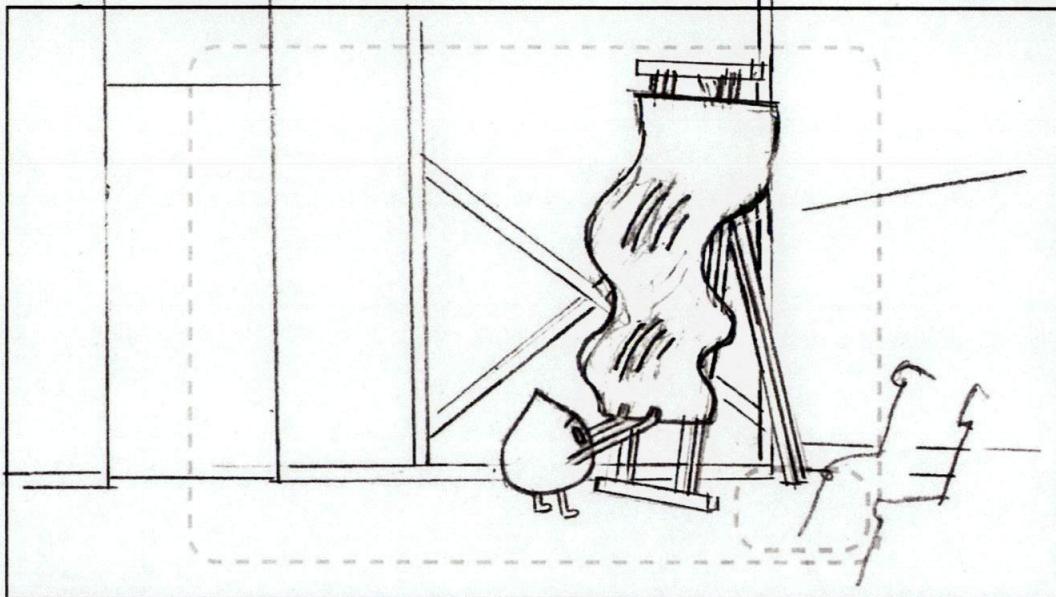


Page 303

Sc. 152 cont Pnl. B

Bg.

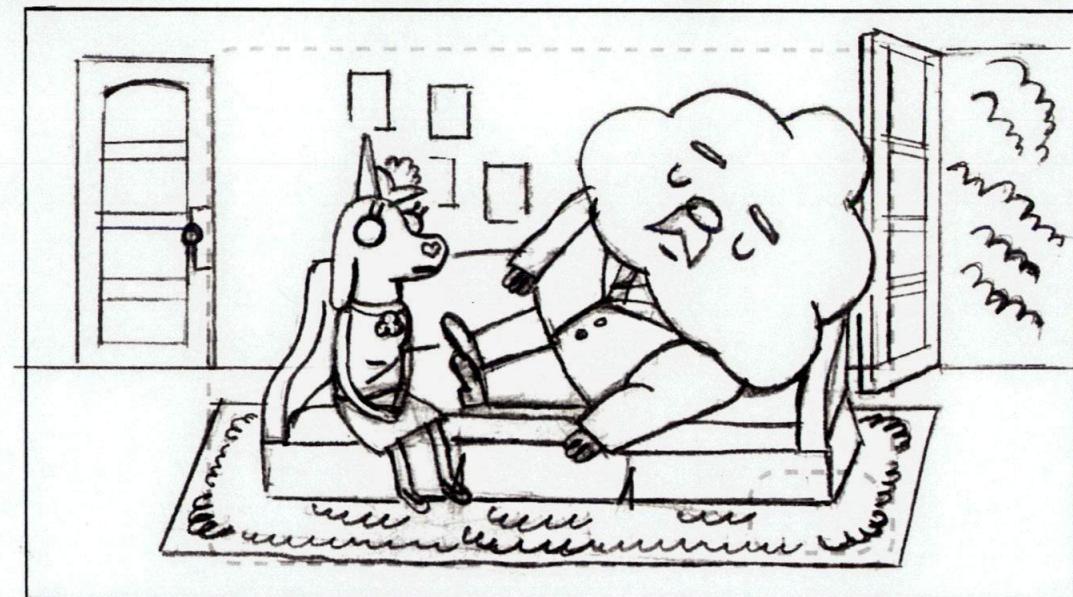
day night



Sc. 153

Pnl. A

day night



Dialog:

Viola: I'll let him rest.

Action:

[‘B’ pose]

Viola is in the scene where Mr. Cupcake is sleeping.

JUN 09 201^r

Timing:

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ADVENTURE TIME



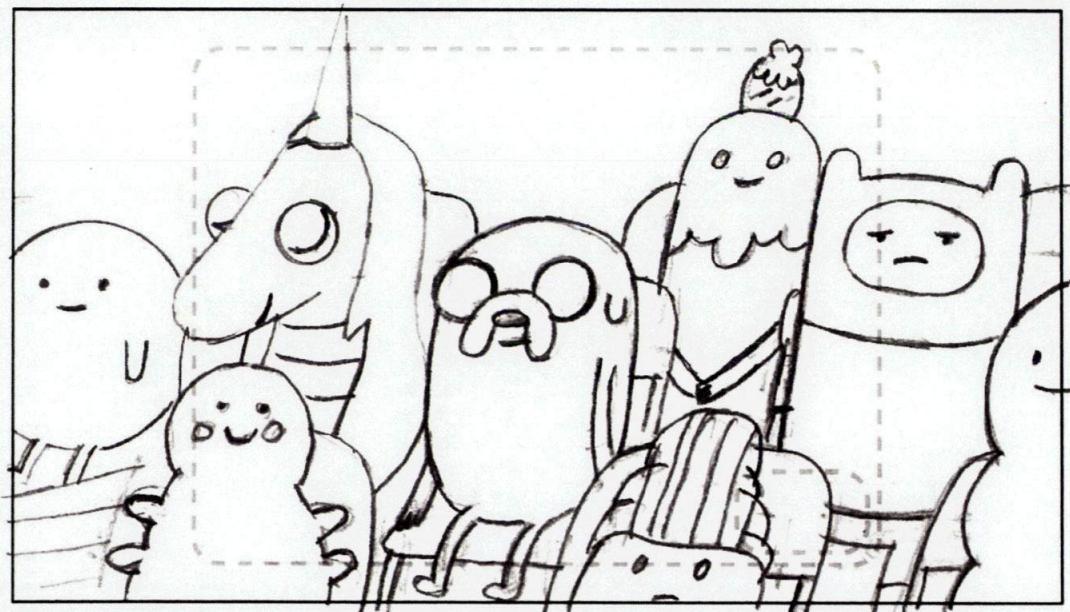
No scenes 155-158

Sc. 154

Pnl. A

Bg.

day night

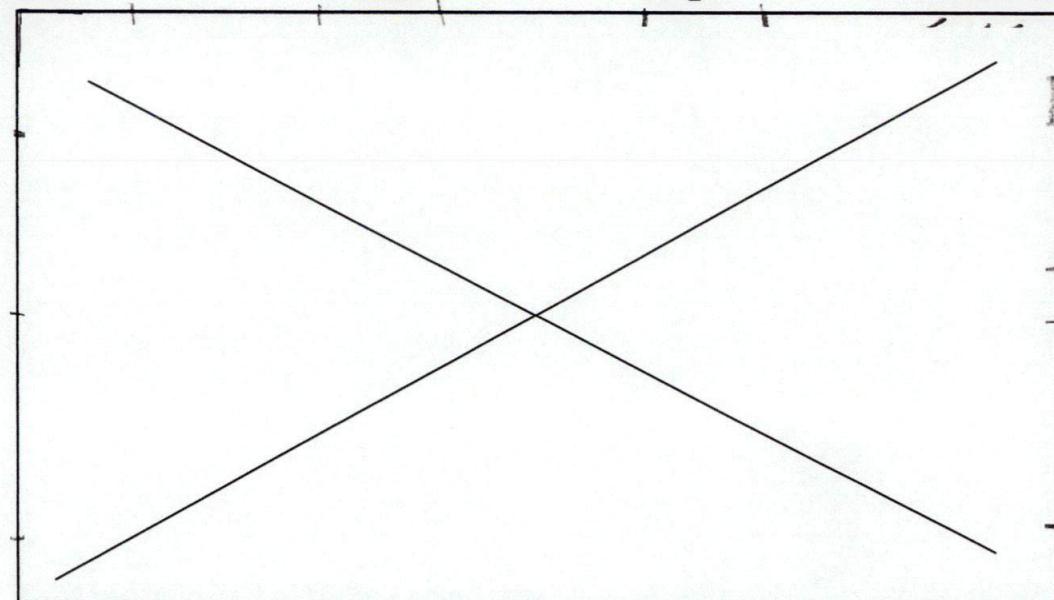


Sc.

Pnl.

Bg.

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Page
NOPE's 305-308
day night



EPISODE # 1034-223

Production :

Dialog:

Viola (O/S): After all,
THE RAIN CAN'T LAST FOREVER.

Action:

A shot of Jake and others enjoying the play.
(Finn is falling asleep.)

JUN 09 2015

Timing:

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ADVENTURE TIME



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1034 / 223

| Sc. | Pnl. | Bg. | day night | Sc. 159 | Pnl. A | Bg. | day night |
|----------------|------|-----|-----------|--|--------|-----|-----------|
| | | | | | | | |
| | | | | | | | |
| Dialog: | | | | <p>LSP: Grrr! ...</p> | | | |
| Action: | | | | <p>LSP, now at a full boil, comes though scene. KICKING UP DUST.</p> | | | |
| Timing: | | | | <p>JUN 09 2015</p> | | | |

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Sc. 159 *cont*

Pnl. B

Bg.

day night

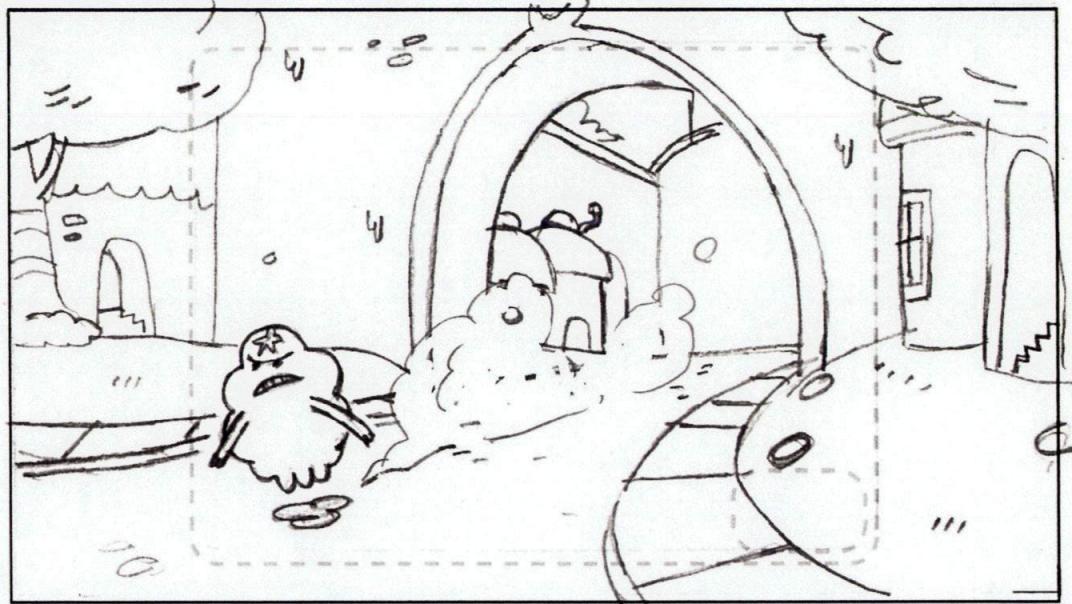


Sc. 159 *cont*

Pnl. C

Bg.

day night



Dialog:

LSP: Grrrrr

Action:

Timing:

JUN 09 2015

Production :

1034-223

EPISODE #

1034/223

ADVENTURE TIME



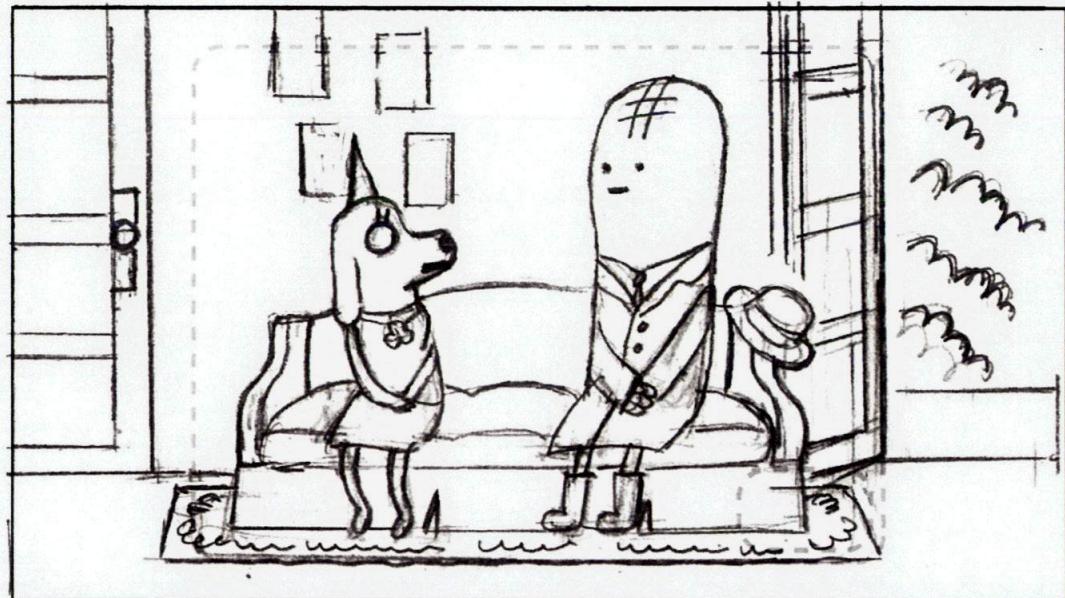
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Sc. 160

Pnl. A

Bg.

day night

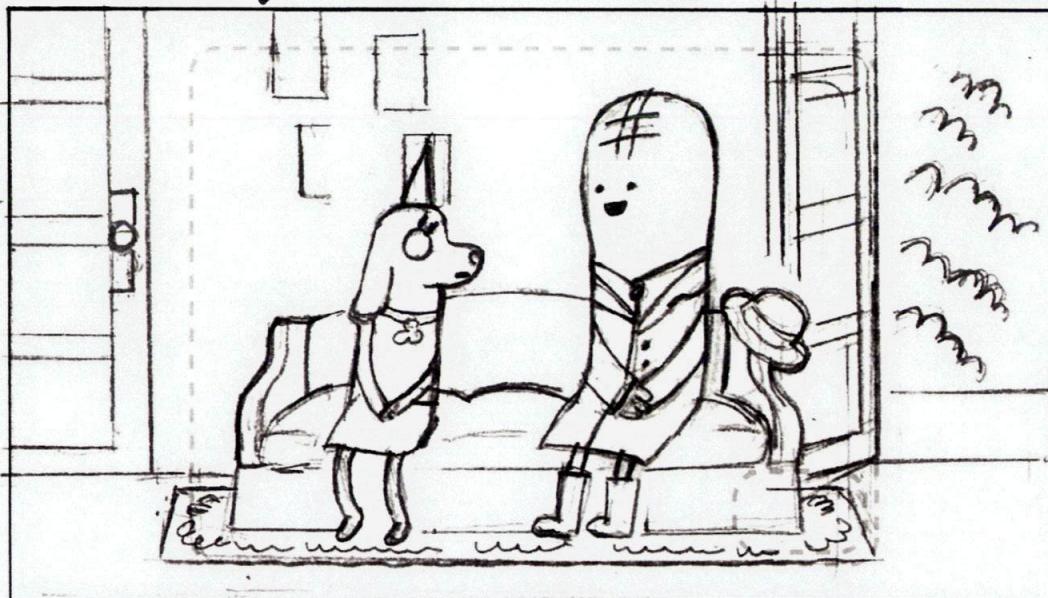


Sc. 160 ~~cont~~

Pnl. B

Bg.

day night



Dialog:

Viola: How long have we been sitting here on the couch,
Wilfrid?

CP: Oh, ages and ages ... but not nearly

Action:

On Viola and CP, giving full attention to each other,
although they are reserved.

Timing:

JUN 09 2015

ADVENTURE TIME



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Page

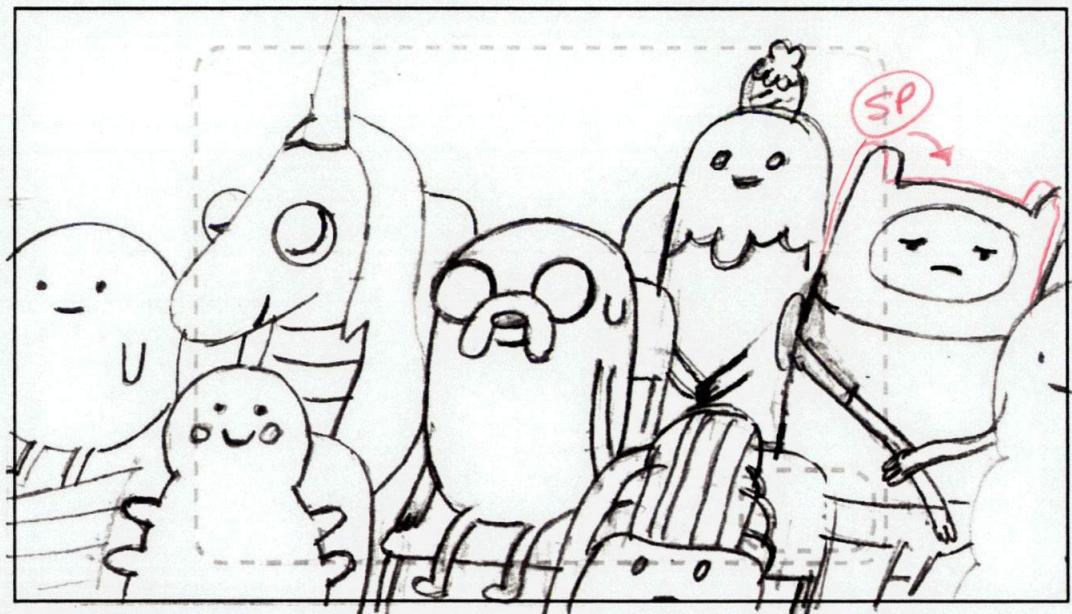
1034/223

Sc. 161

Pnl. A

Bg.

day night



Sc. 162

Pnl. A

Bg.

day night



Dialog:

CP (O/S): ... long enough!

LSP: Grr!

Action:

- Another shot of Jake, enjoying the play.
- FINN NODDING OFF.

LSP finally gets to the playhouse.

JUN 09 2015

Timing:

Production :

1034-223

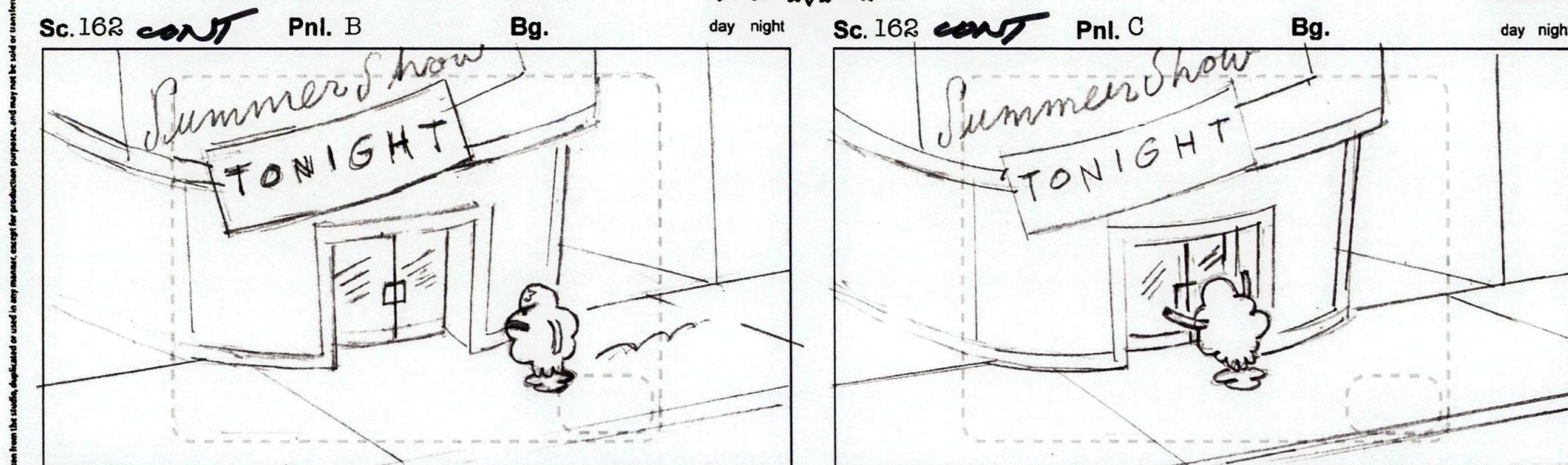
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ADVENTURE TIME



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Dialog:

LSP: Grrrrrrrrrawr!

Action: A slight pause before storming through the doors.

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



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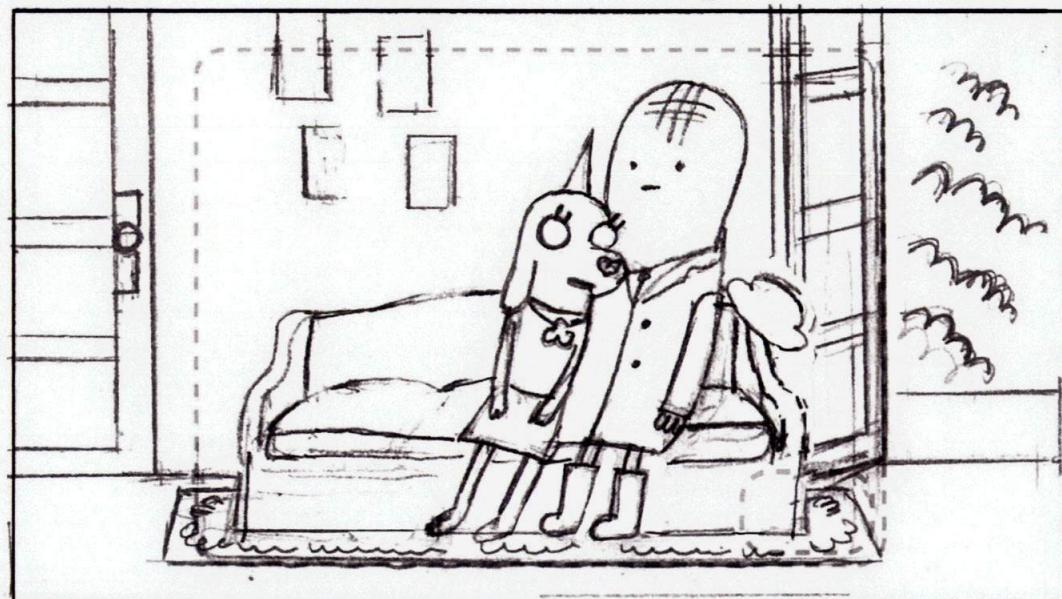
1034/223

Sc. 163

Pnl. A

Bg.

day night

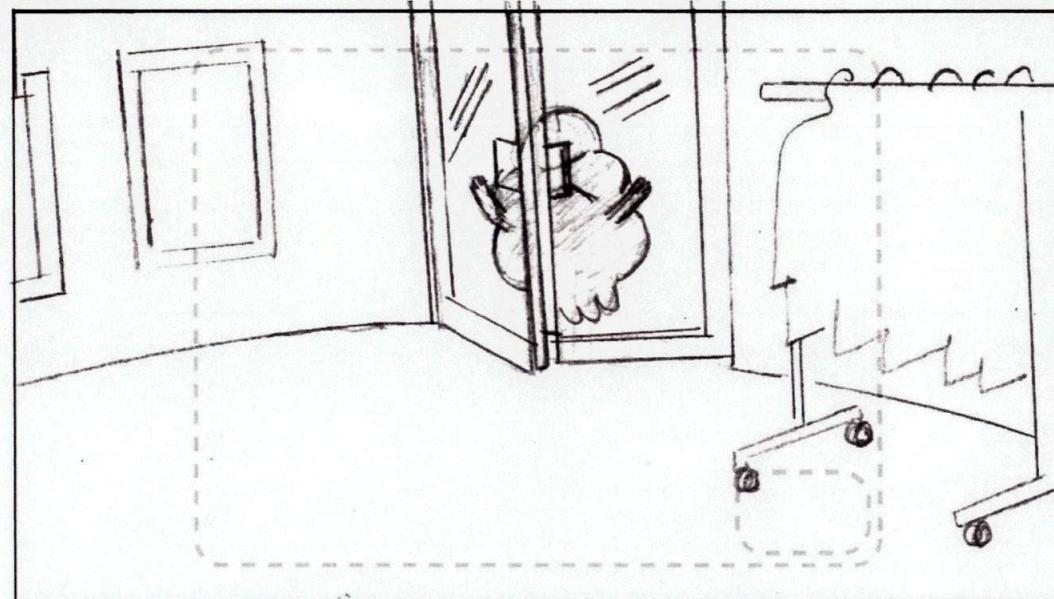


Sc. 164

Pnl. A

Bg.

day night



Dialog: Viola: Oh, Wilfrid. As summer showers give way to autumn showers,

. . . Viola(os): one looks

SFX: * CHKK *

Action: Viola now closer to CP on the couch.

{Start pose}

JUN 09 2015

Timing:

EPISODE # 1034-223

Production :

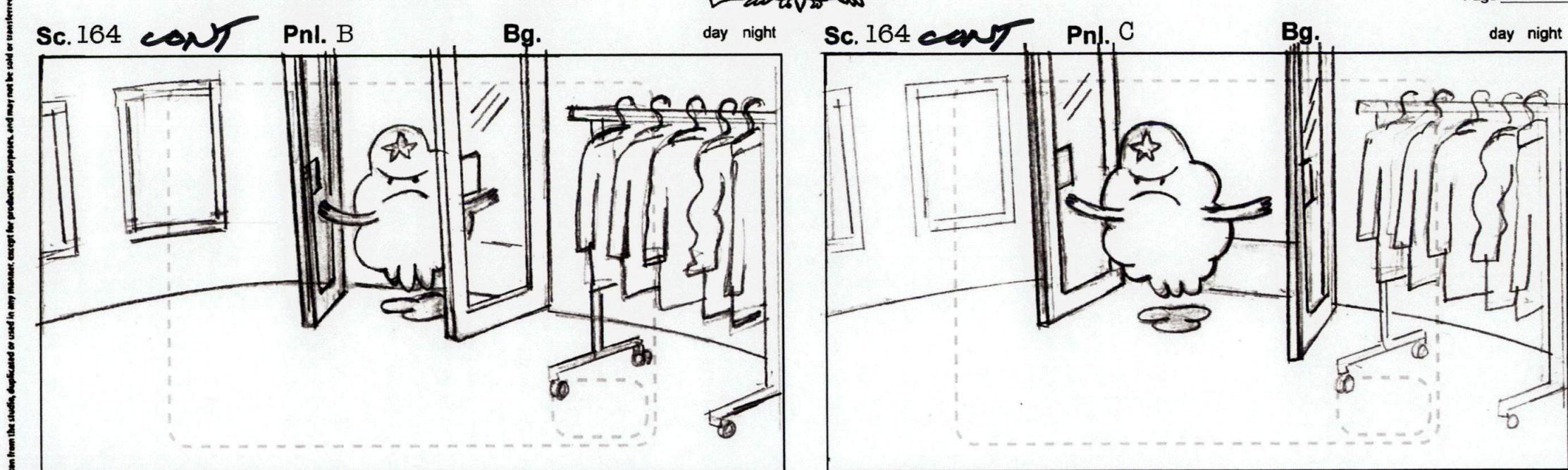
1034/223

ADVENTURE TIME



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Page _____

1034/223



Dialog:

Viola (O/S): --- for ---

Viola (O/S): --- a little brightness ---

Action: Viola storms through the lobby. The play can be heard in progress.

JUN 09 2015

Timing:

Production :

1034-223

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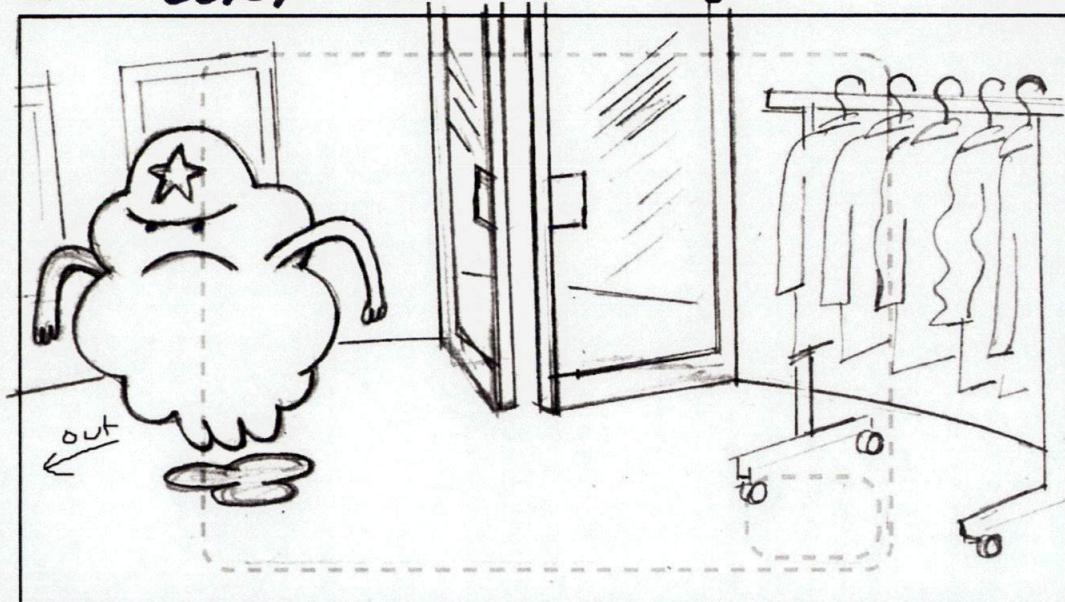
ADVENTURE TIME

Page 316Sc. 164 *cont*

Pnl. D

Bg.

day night

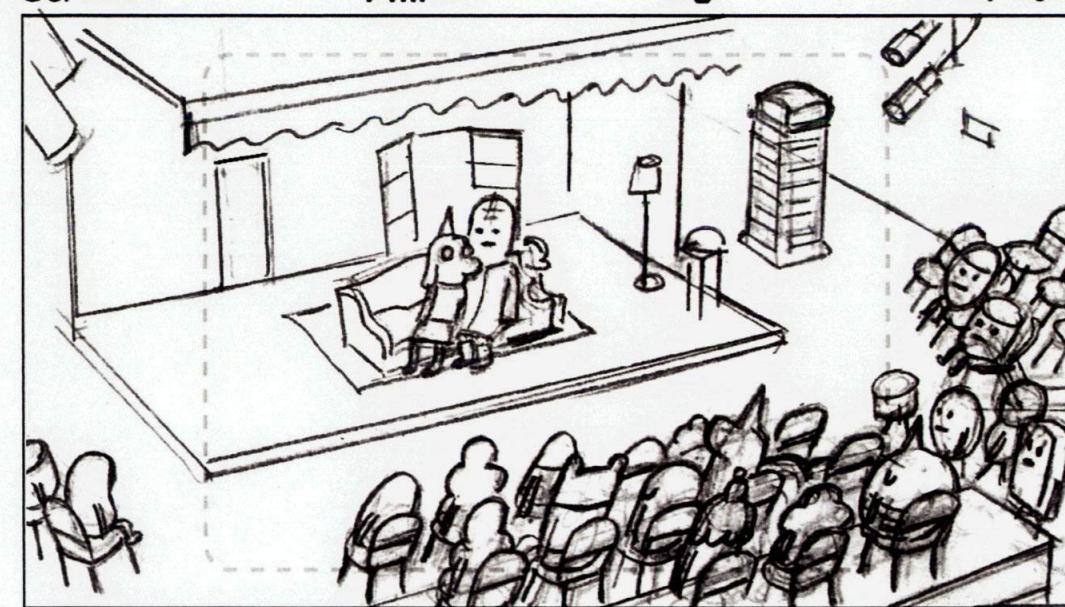


Sc. 165

Pnl. A

Bg.

day night

**Dialog:**

Viola: --- to warm the days.

I thought that Nigel Cramforth

Action:

JUN 09 2015

Timing:

Production :

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EPISODE #

1034/223

ADVENTURE TIME



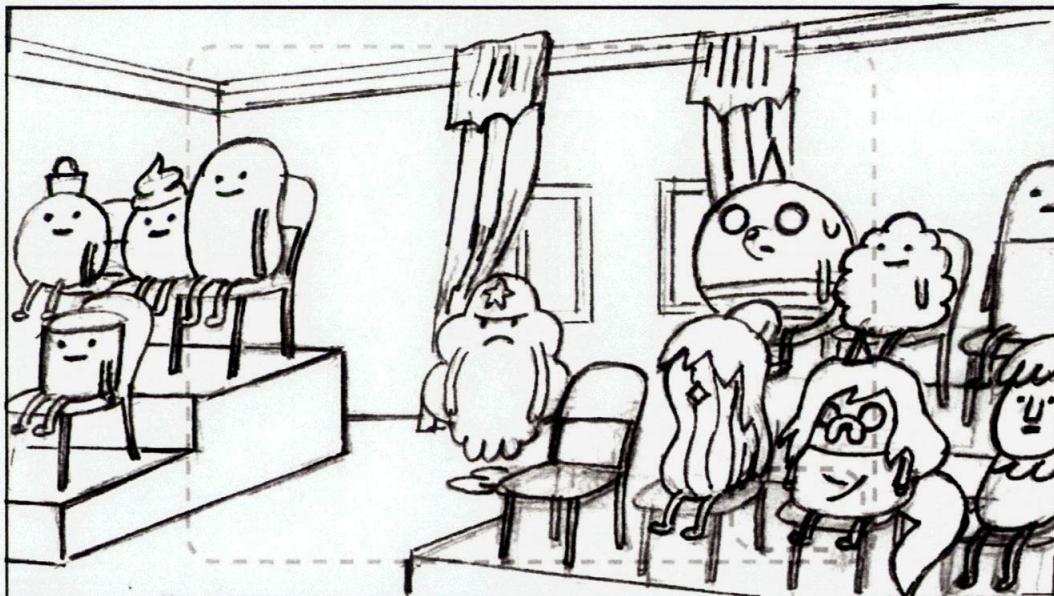
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Sc. 166

Pnl. A

Bg.

day night

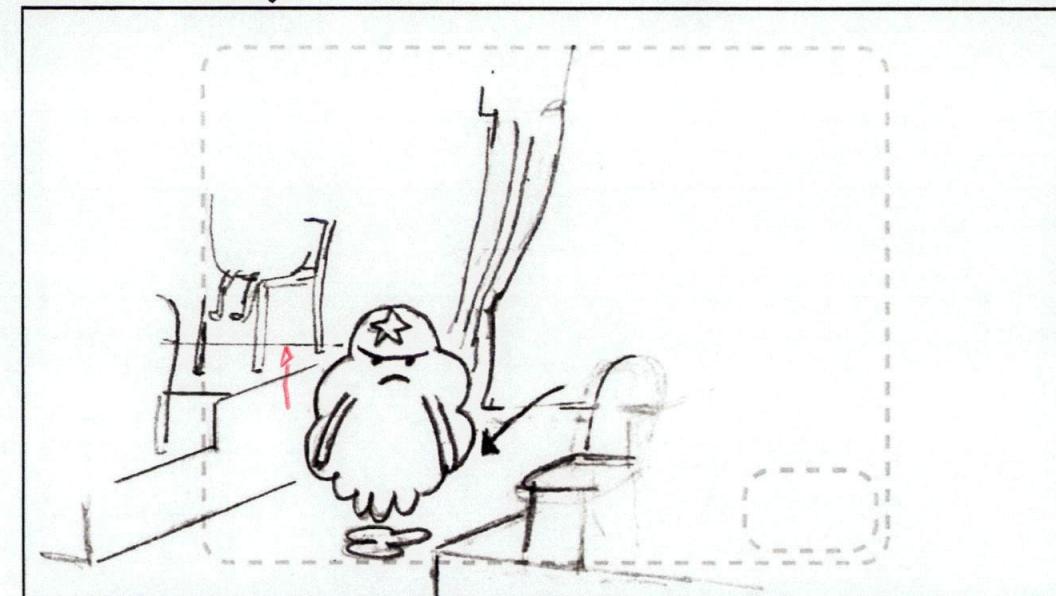


Sc. 166 ~~cont~~

Pnl. B

Bg.

day night



Dialog:

Viola: --- had that brightness

Viola: But now i see that

Action:

start pose.

LSP comes down the aisle. She pauses.

JUN 09 2015

Timing:

Production :

1034-223

EPISODE #

1034/223

ADVENTURE TIME



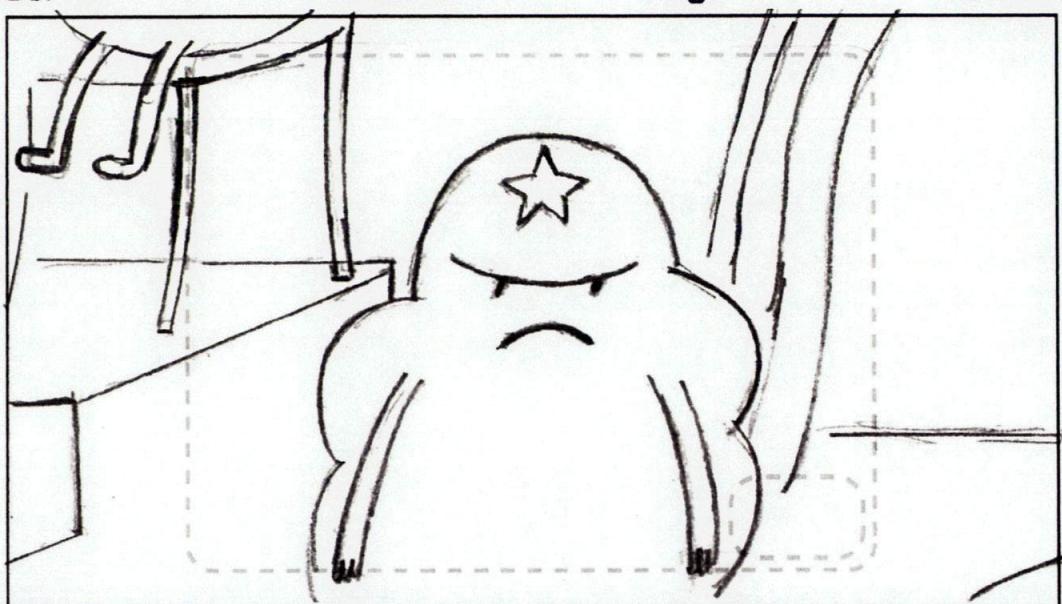
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Page _____

Sc. 167

Pnl. A

Bg.

day night



Sc. 167 ~~cont~~

Pnl. B

Bg.

day night



Dialog:

Viola (O/S): doesn't matter

Action:

Close on LSP.

LSP changes expression, as Viola's speech continues.

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



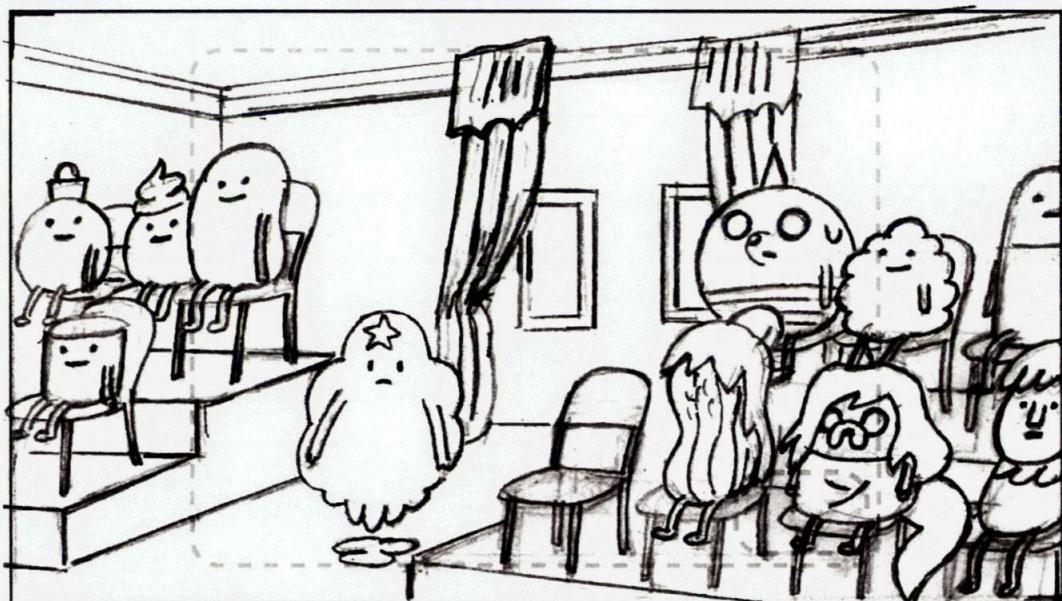
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Sc. 168

Pnl. A

Bg.

day night



Sc. 168

cont

Pnl. B

Bg.

day night



Dialog:

Viola (O/S): For you have a

Viola (O/S): different kind

Action:

LSP quietly takes a seat . . .

JUN 09 2015

Timing:

Production :

ADVENTURE TIME

Sc. 168 *cont* Pnl. C

Bg.

day night

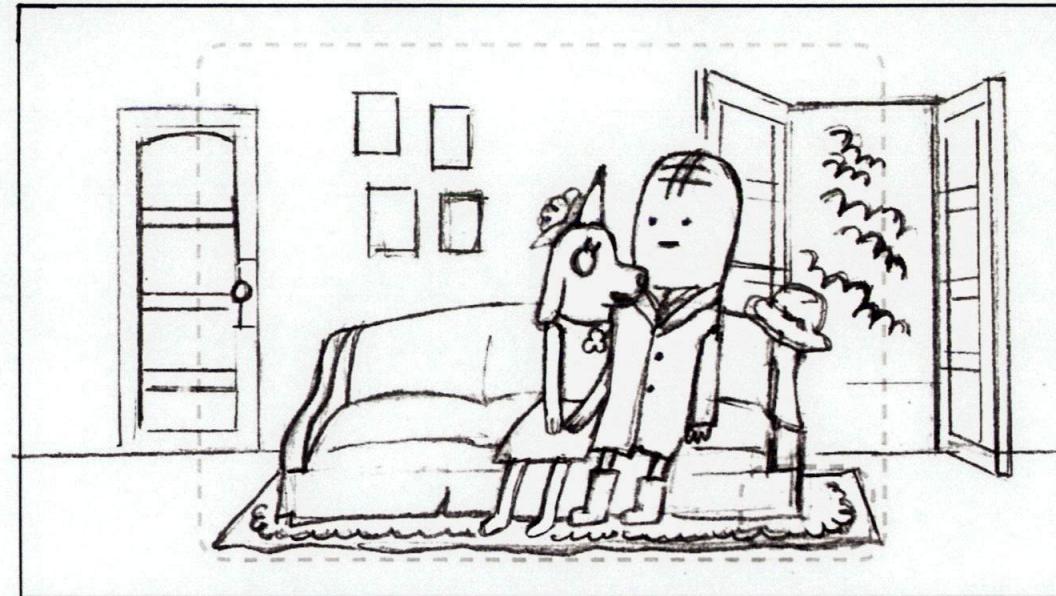


Sc. 169

Pnl. A

Bg.

day night



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1034-223

EPISODE #

Production :

Dialog: Viola (O/S): of brightnessViola: A Kindness

Action: ... and watches the play -- an attentive look on her face.

cont. Viola's speech.

JUN 09 2015

Timing:

1034/223



ADVENTURE TIME

Sc. 169 *cont* Pnl. B

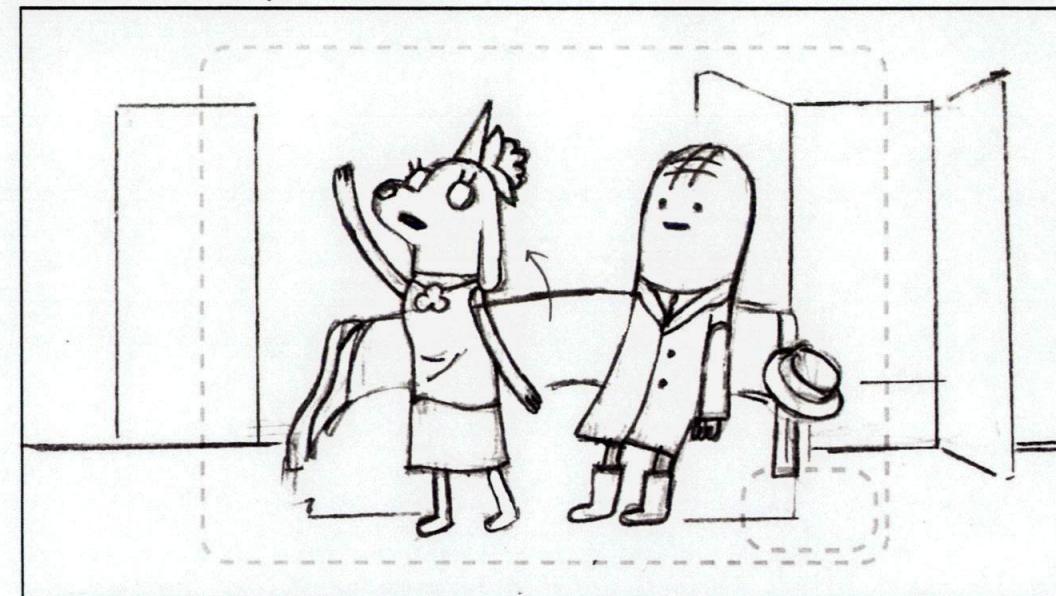
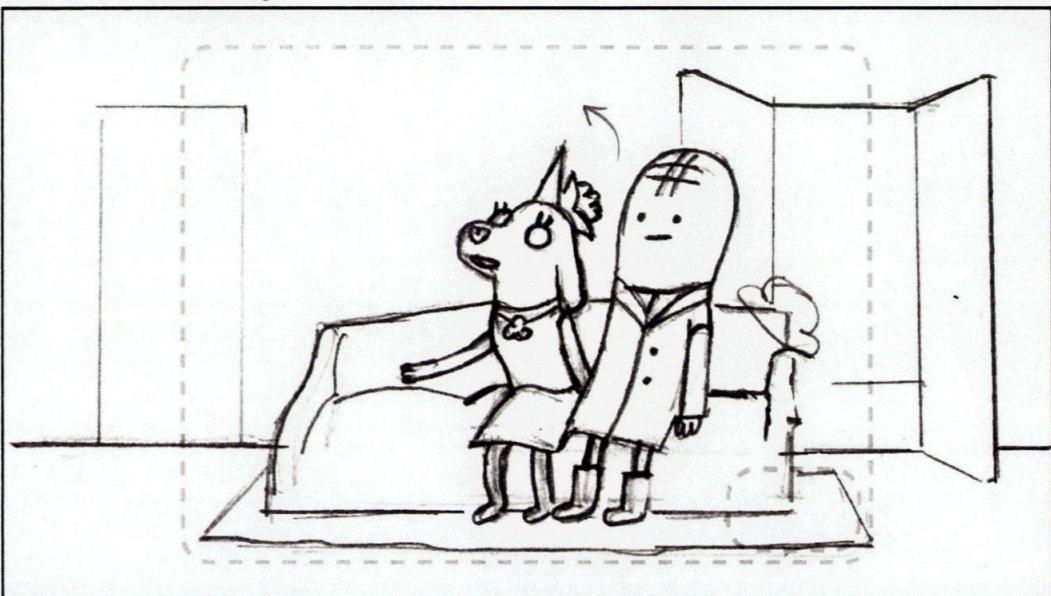
Bg.

day night

Sc. 169 *cont* Pnl. C

Bg.

day night

**Dialog:**Viola: that will always make the cold ham**Action:**

- VIOLA RISES TO HER FEET.

JUN 09 2015

Timing:

Production :

ADVENTURE TIME



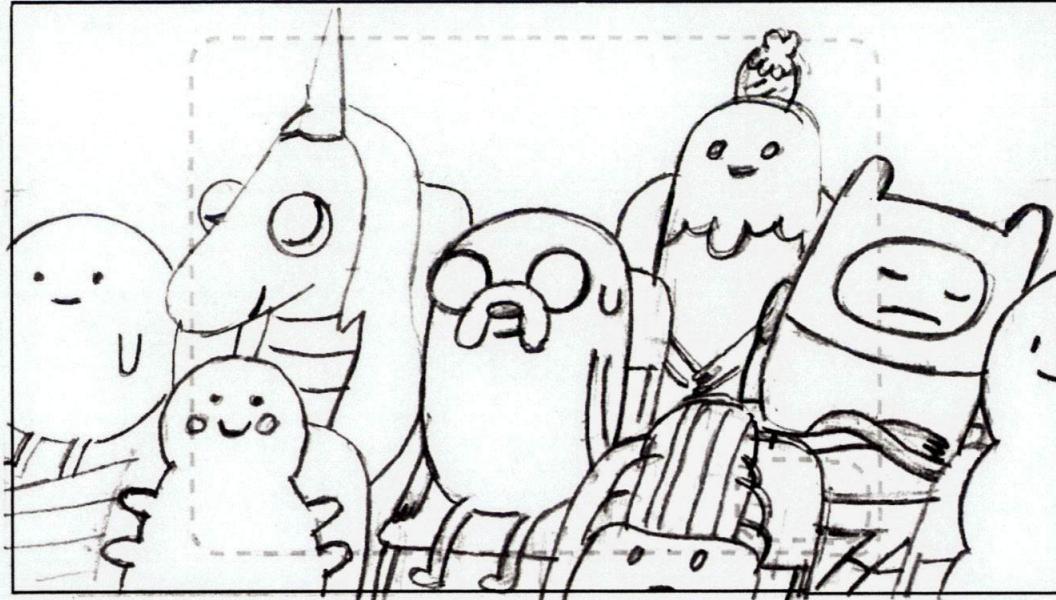
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Sc. 170

Pnl. A

Bg.

day night

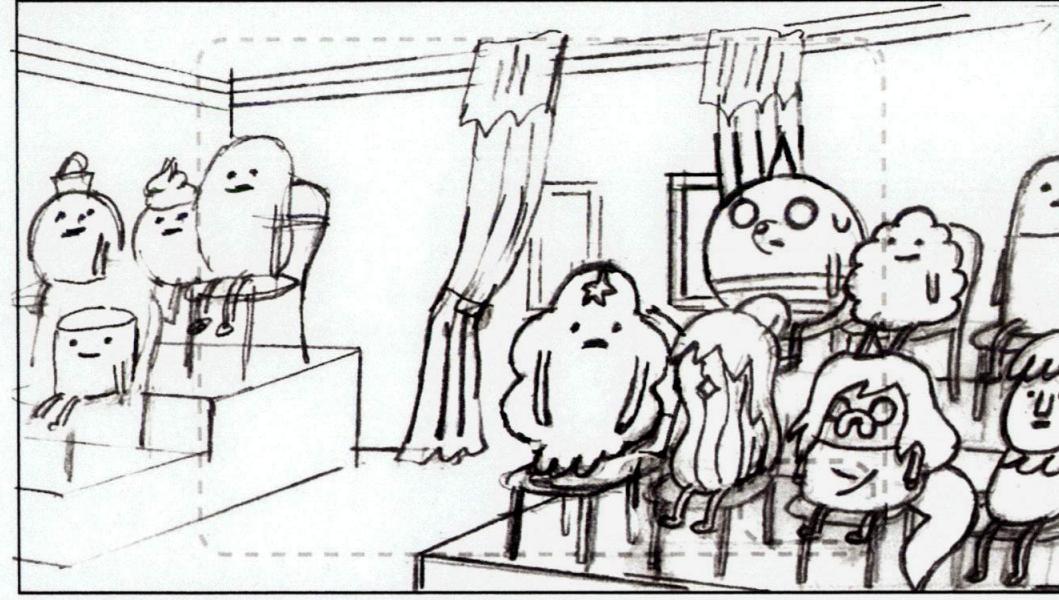


Sc. 171

Pnl. A

Bg.

day night



Dialog: Viola (O/S): and bitter rain of England ---

Viola (O/S): --- seem like hot tea,

Action:
~ Another shot of Jake. Finn is now totally asleep.

Another shot of LSP -- looking serious, but not angry.

JUN 09 2015

Timing:

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Sc. 171 *cont*

Pnl. B

Bg.

day night



Sc. 171 *cont*

Pnl. C

Bg.

day night



Dialog:

Start

Viola (O/S): --- and warm biscuits,

Action: *Diag.*

Truck in on LSP.

JUN 09 2015

Timing:

Production :

1034/223

ADVENTURE TIME



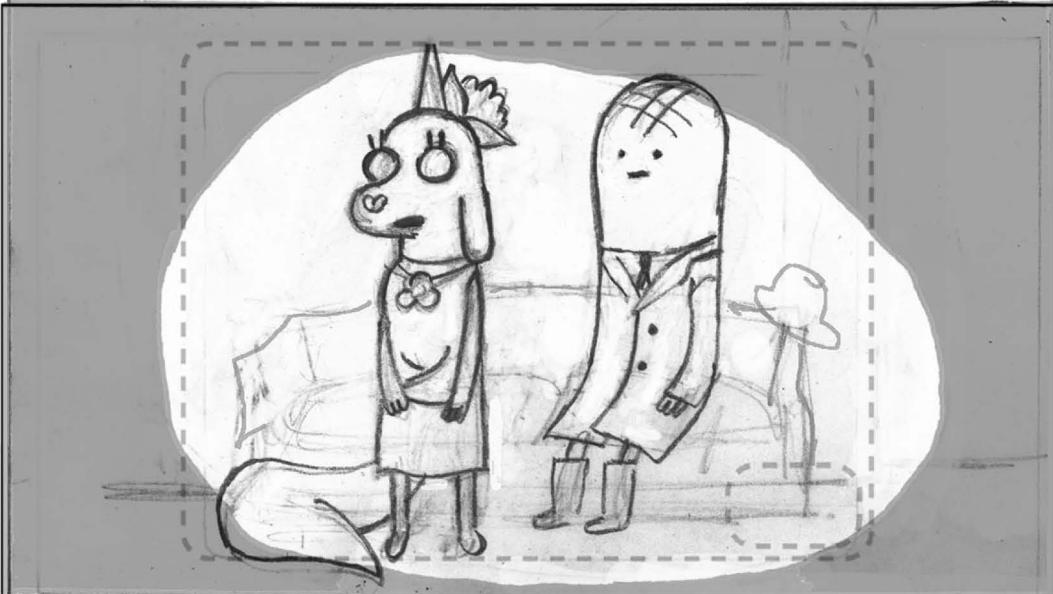
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Sc. 172

Pnl. A

Bg.

day night

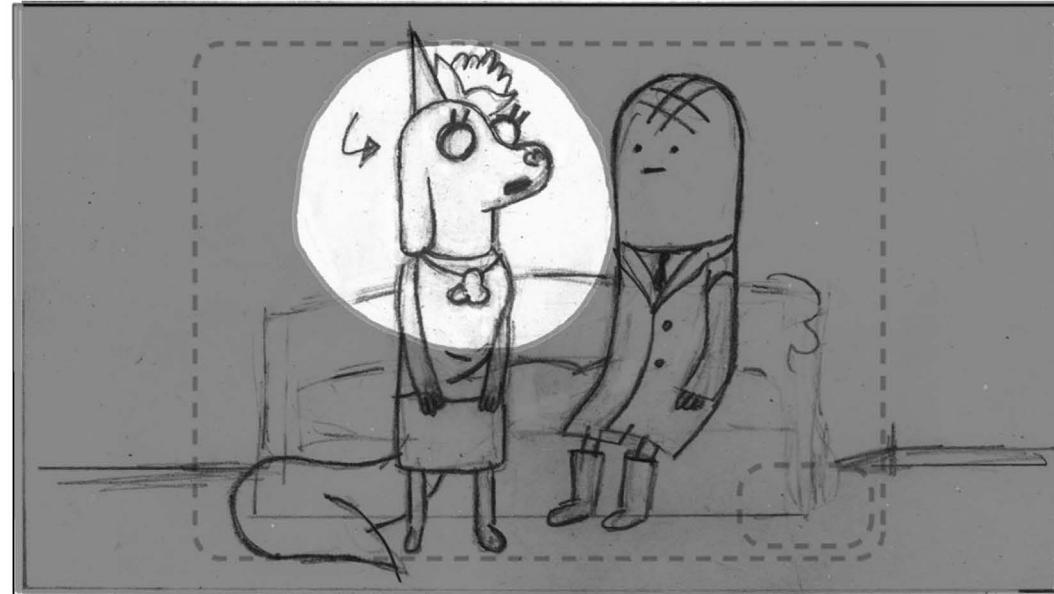


Sc. 172 *CONT*

Pnl. B

Bg.

day night



Dialog:

Viola: --- and sweet strawberry jam ...

Viola: ... and summer showers.

Action:

A spotlight focuses on Viola as she finishes her speech.

(The last line of the play.)

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



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Sc. 172 *cont* Pnl. C

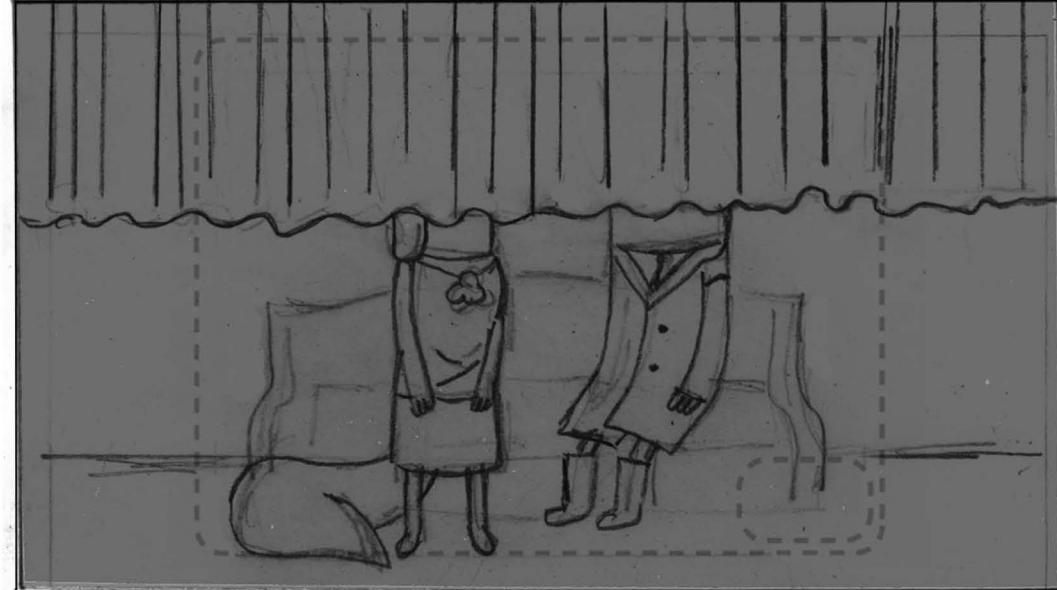
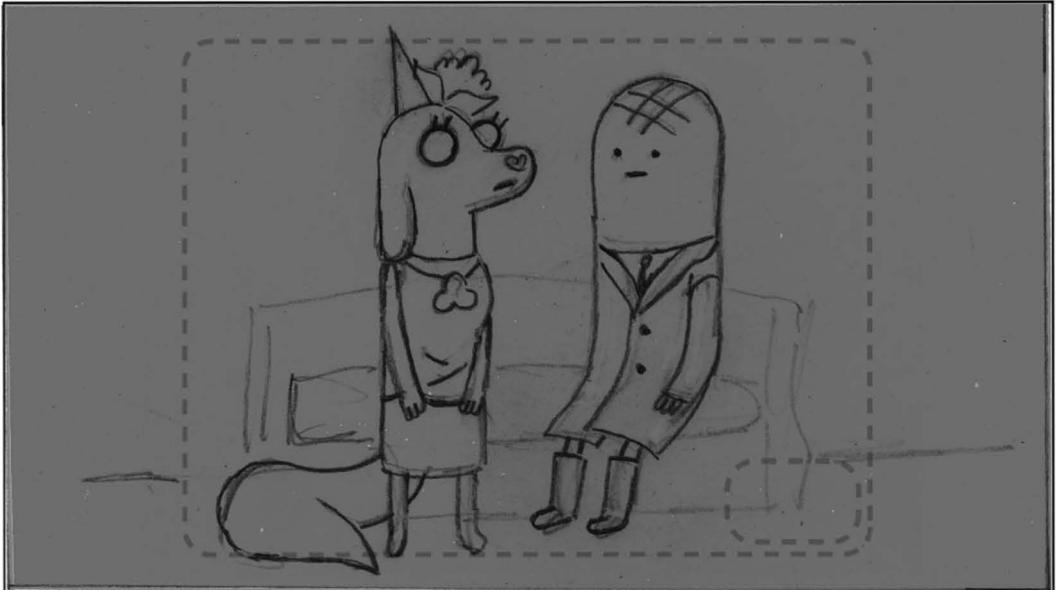
Bg.

day night

Sc. 172 *cont* Pnl. D

Bg.

day night



Dialog:

Action:

Dramatically the lights go out at the end of the play,
as the curtain comes down.

JUN 09 2015

Timing:

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ADVENTURE TIME



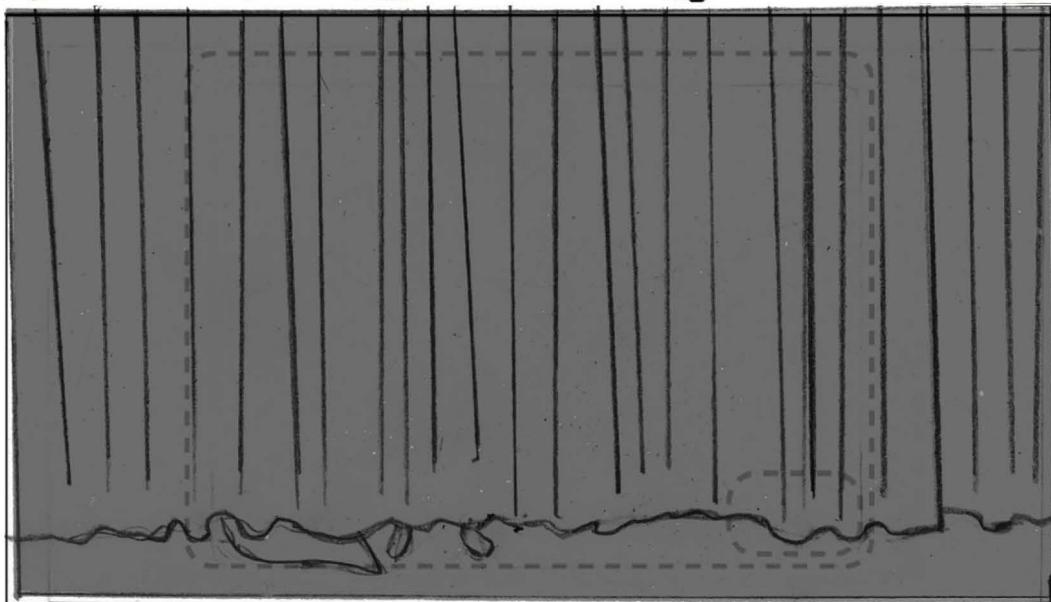
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Sc. 172 *cont*

Pnl. E

Bg.

day night

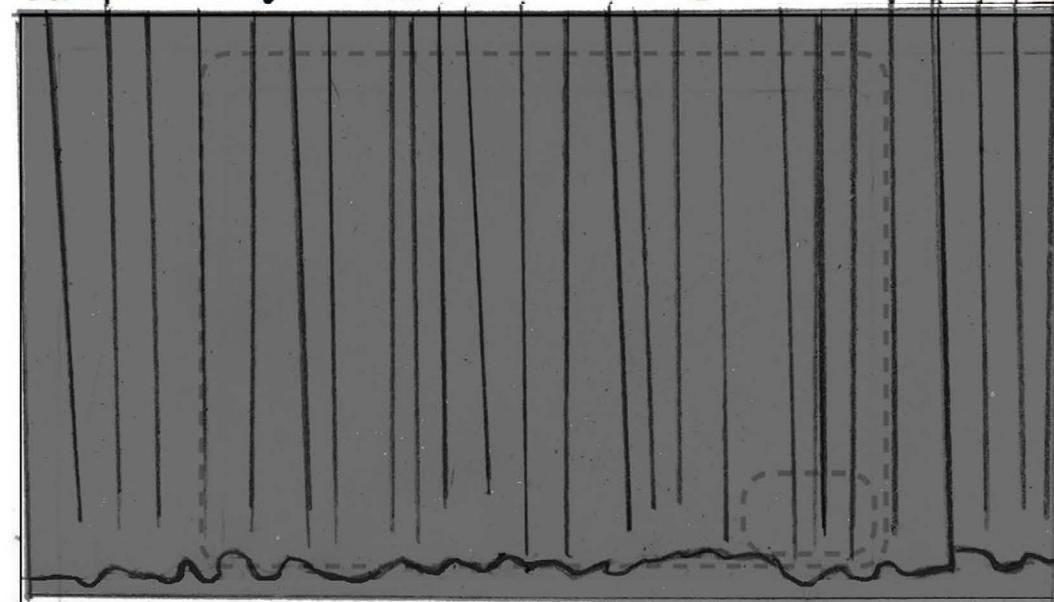


Sc. 172 *cont*

Pnl. F

Bg.

day night



Dialog:

Audience (O/S): clap clap

Audience (O/S): clap clap clap

Action:

JUN 09 2015

Timing:

Production :

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1034/223

ADVENTURE TIME



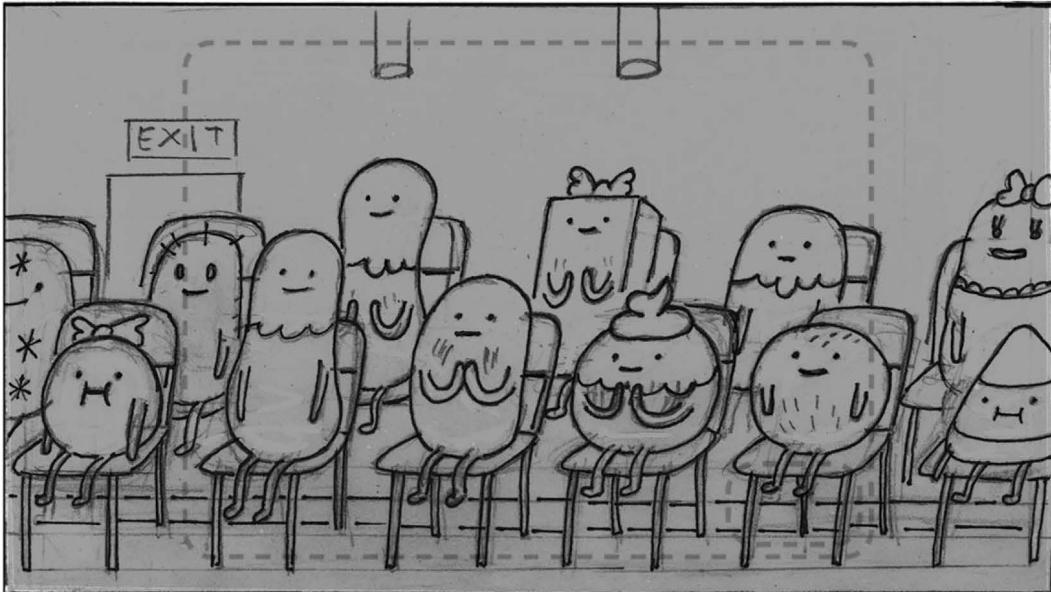
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Sc. 173

Pnl. A

Bg.

day night

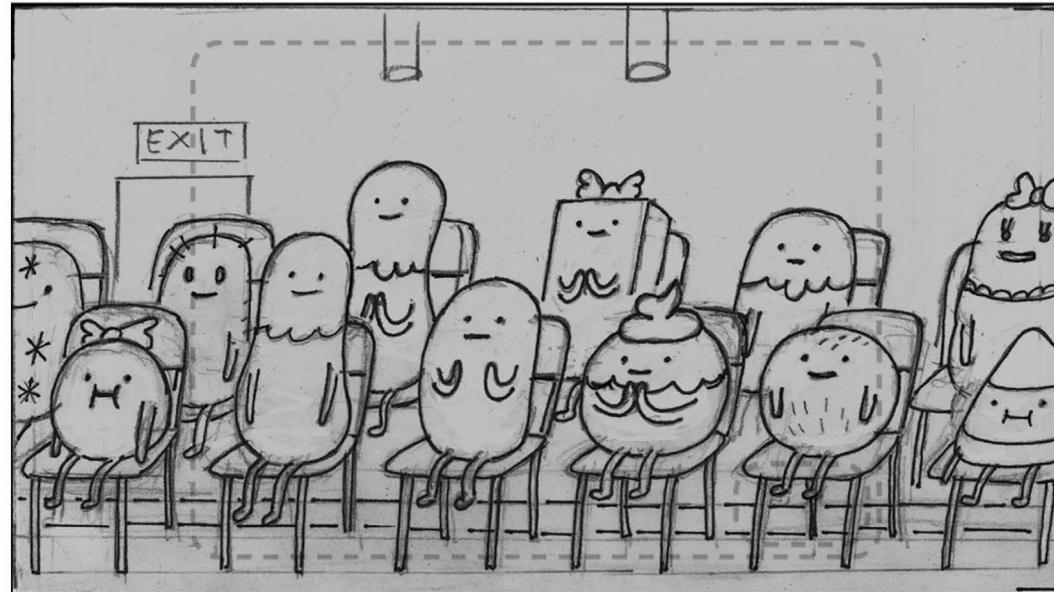


Sc. 173 *cont*

Pnl. B

Bg.

day night



Dialog:

Audience: clap clap

Audience: clap clap clap

Action:

A shot of part of the audience. Some are applauding,
politely.

(The lights quickly start to come back up.)

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Timing:

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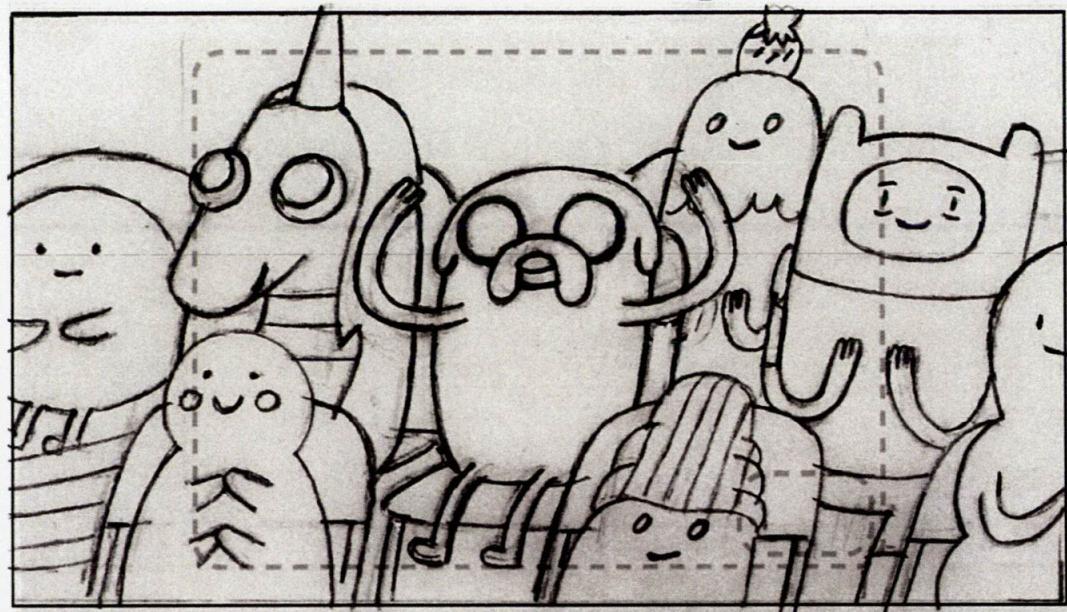
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Sc. 174

Pnl. A

Bg.

day night



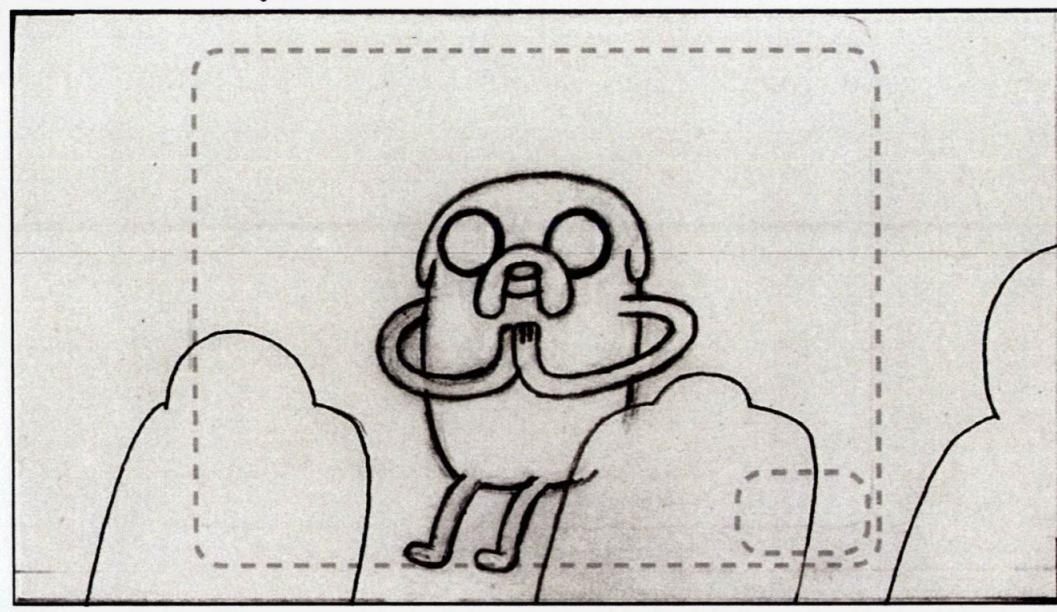
Sc. 174

cont

Pnl. B

Bg.

day night



Dialog:

Jake: Whoo!!!

CLAP CLAP CLAP CLAP CLAP ...

Jake: Viola!

CLAP CLAP CLAP CLAP CLAP ...

Action:

Jake applauds enthusiastically.

(A) A/B cycle

(B)

JUN 09 2015

Timing:

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Page _____

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Sc. 174 *cont*

Pnl. C

Bg.

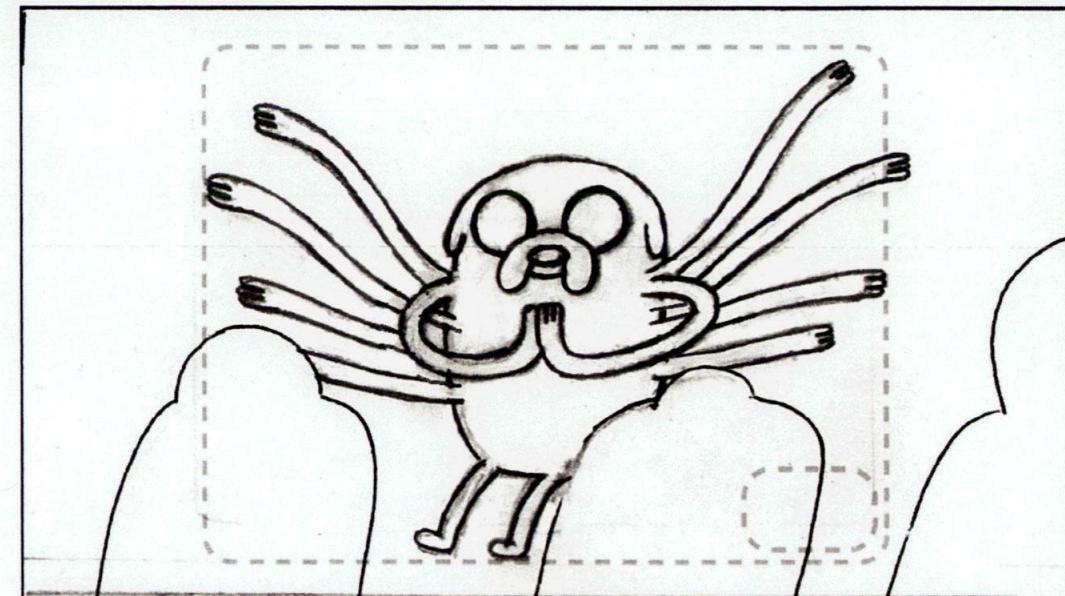
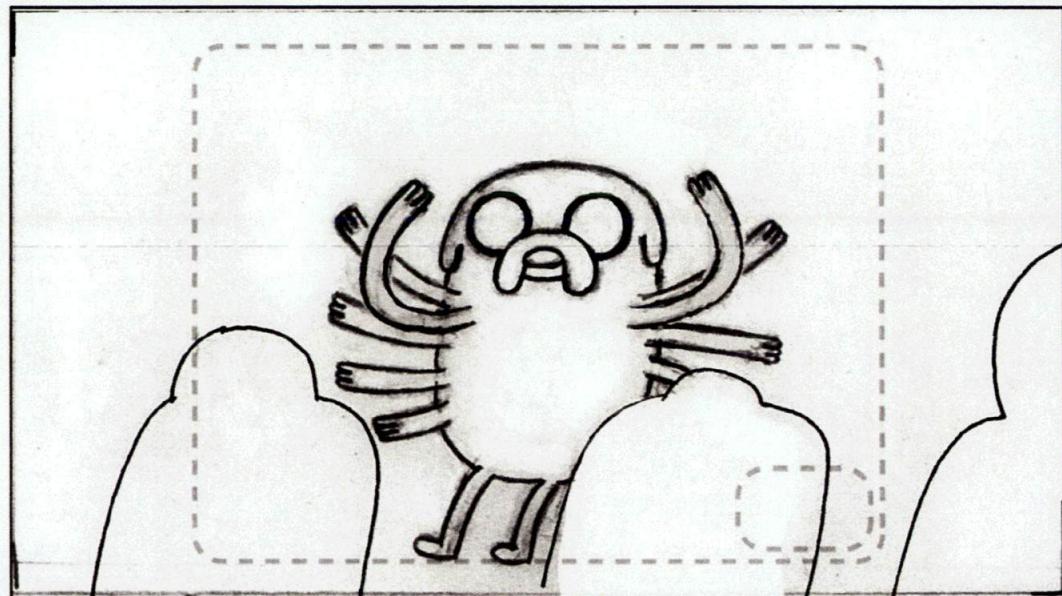
day night

Sc. 174 *cont*

Pnl. D

Bg.

day night



Dialog:

Jake: CLAP CLAP CLAP CLAP CLAP ...

Jake: That's my

CLAP CLAP CLAP CLAP CLAP ...

Action:

Jake gives himself multiple arms ...

JUN 09 2015

Timing:

Production :

1034/223

ADVENTURE TIME



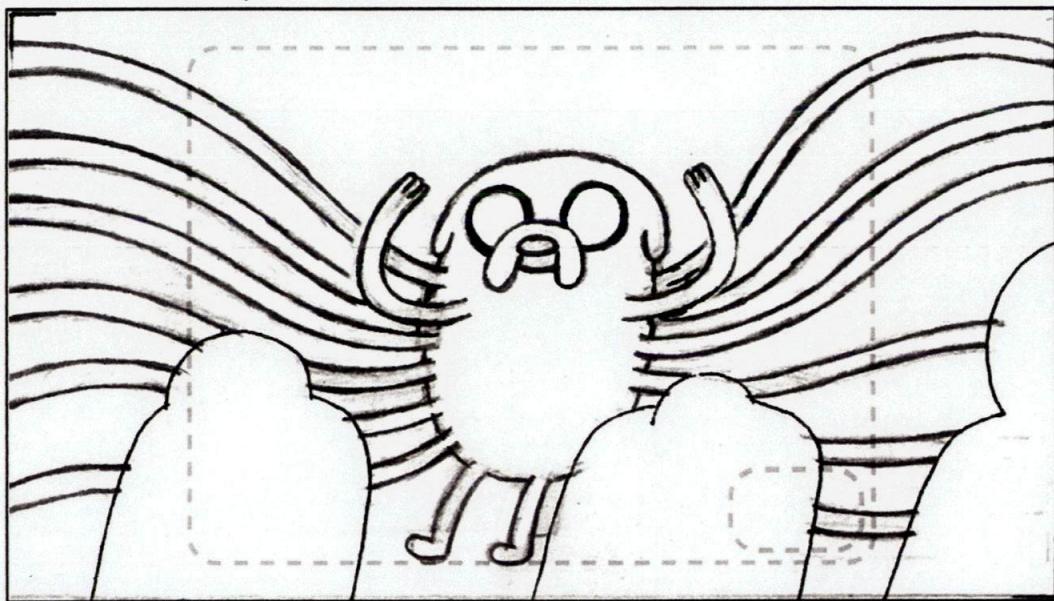
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Sc. 174 *CONT*

Pnl. E

Bg.

day night

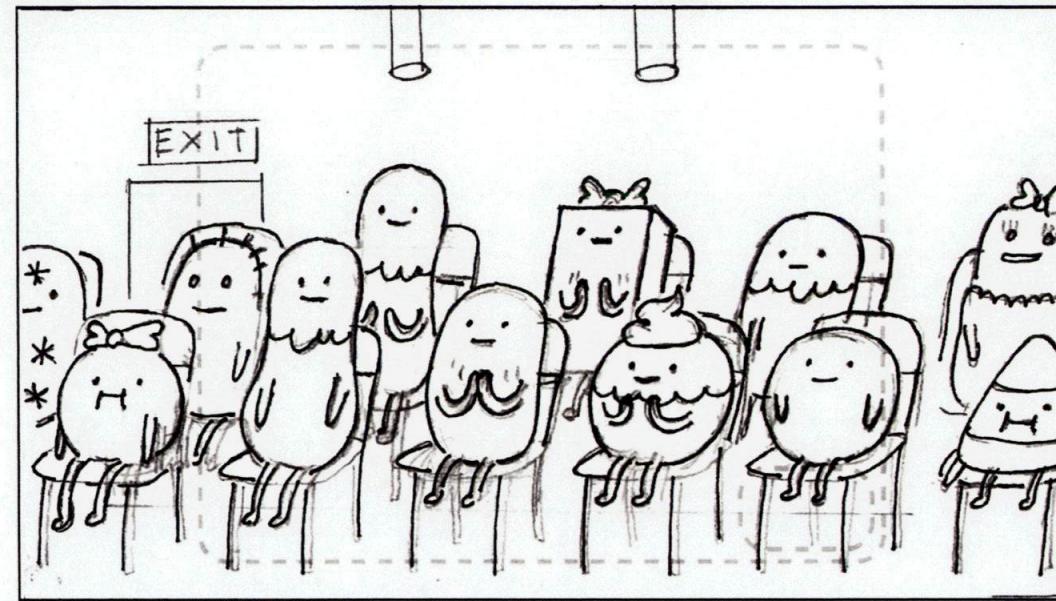


Sc. 175

Pnl. A

Bg.

day night



Dialog:

Jake: girl!

CLAP CLAP CLAP CLAP CLAP ...

Jake (O/S): CLAP CLAP CLAP CLAP CLAP ...

Action:

- EXTRA ARMS STRETCH OFF/S.

JUN 09 2015

Timing:

Production :

1034-223

1034/223

1034/223

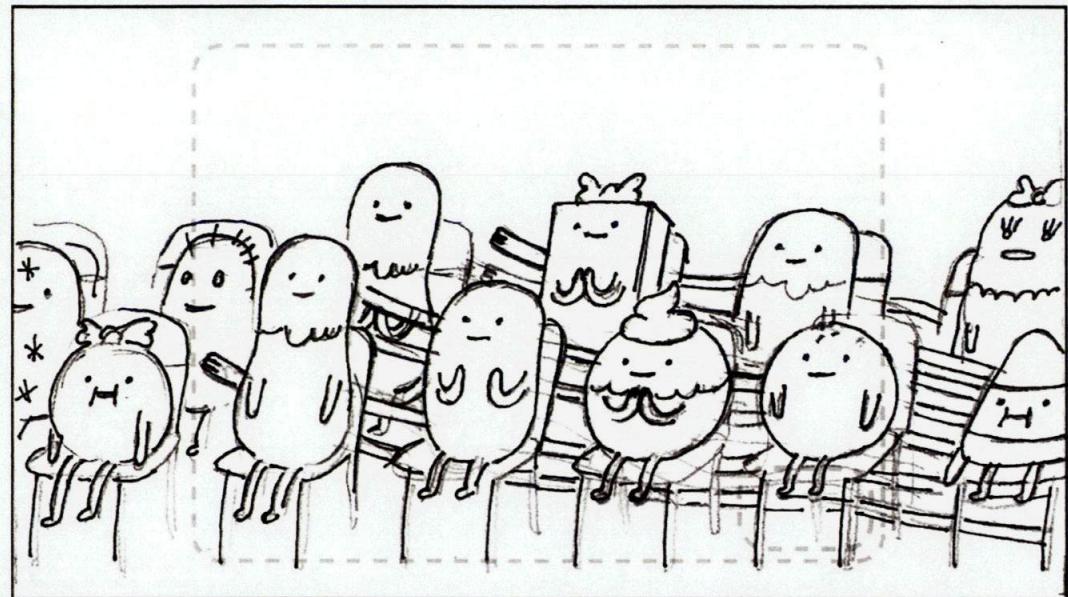
ADVENTURE TIME

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Pnl. B

Bg.

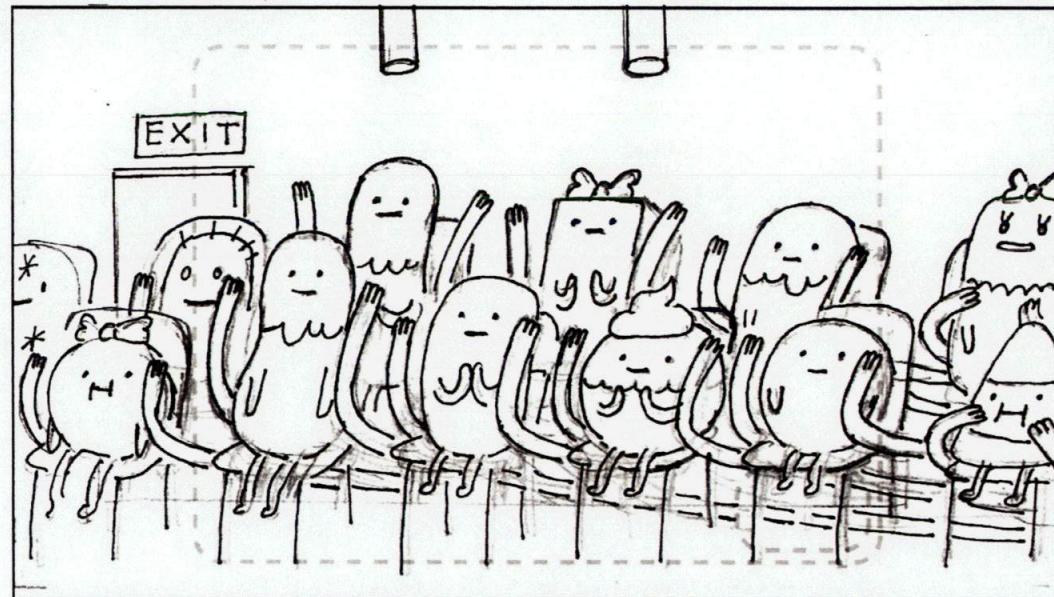
day night

Sc. 175 *cont*

Pnl. C

Bg.

day night



Dialog:

Jake (O/S): CLAP CLAP CLAP CLAP CLAP ...Jake (O/S): CLAP CLAP CLAP CLAP CLAP ...

Action:

- Jake's arms go around other members of the audience, to create more clapping hands ...

(A)

JUN 09 2015

Timing:

EPISODE # 1034-223

Production :

1034/223

1034/223

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ADVENTURE TIME

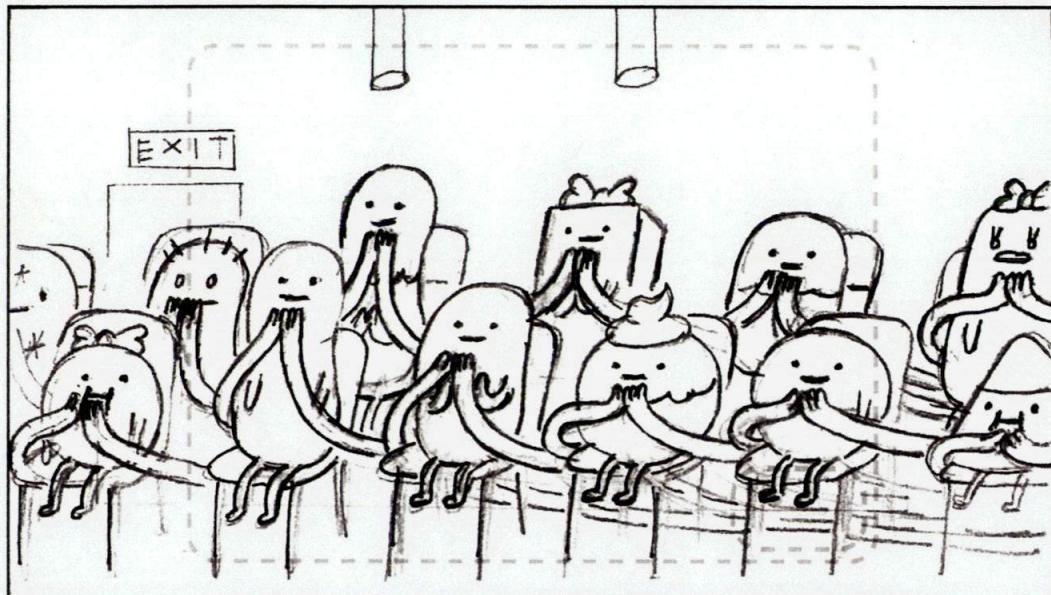


Sc. 175 *cont*

Pnl. D

Bg.

day night



Sc. 176

Pnl. A

Bg.

Page 332
NO PG 333
day night



Dialog:

All of Jake's hands: CLAP CLAP CLAP clap CLAP CLAP
clap clap clap CLAP CLAP clap CLAP
CLAP CLAP CLAP CLAP CLAP clap
clap clap clap CLAP CLAP ...

All of Jake's hands (O/S): CLAPPING continues...

Action:

(B)

The cast members stand on stage.

The curtain has been raised for their bows.

JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

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ADVENTURE TIME



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Page _____

Sc. 176 *cont* Pnl. B

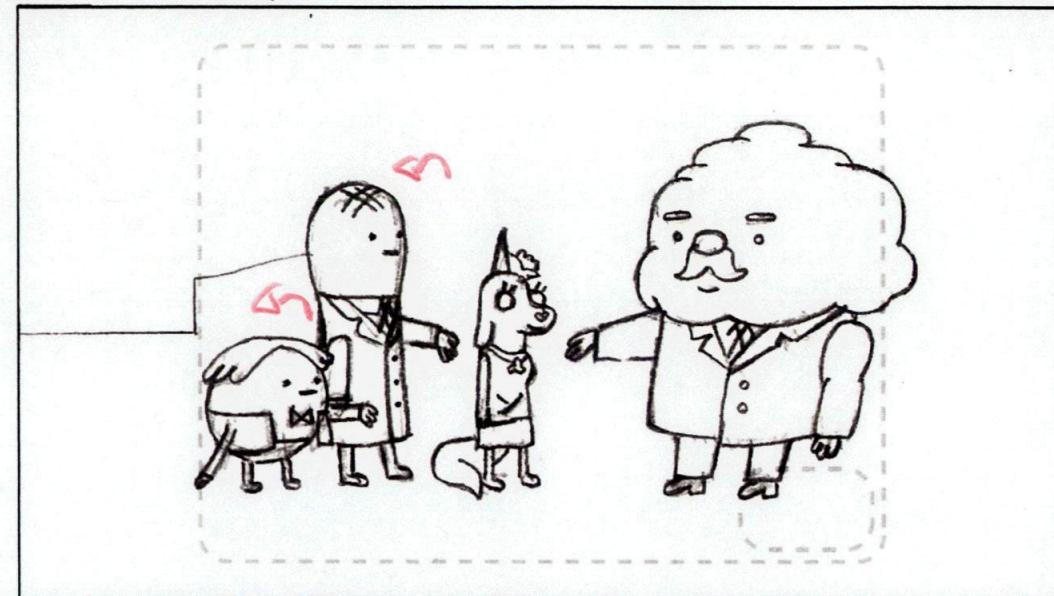
Bg.

day night

Sc. 176 *cont* Pnl. C

Bg.

day night



Dialog:

All of Jake's hands (O/S): CLAPPING continues . . .

All of Jake's hands (O/S): CLAPPING continues . . .

Action:

Mr. Cupcake gestures to Viola -- who is obviously the audience favorite.

Crunchy and Citizen Peanut also gesture to Viola.

JUN 09 201^f

Timing:

EPISODE #

1034-223

Production :

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ADVENTURE TIME



Page 335

335A NEXT

Sc. 176 *cont* Pnl. D

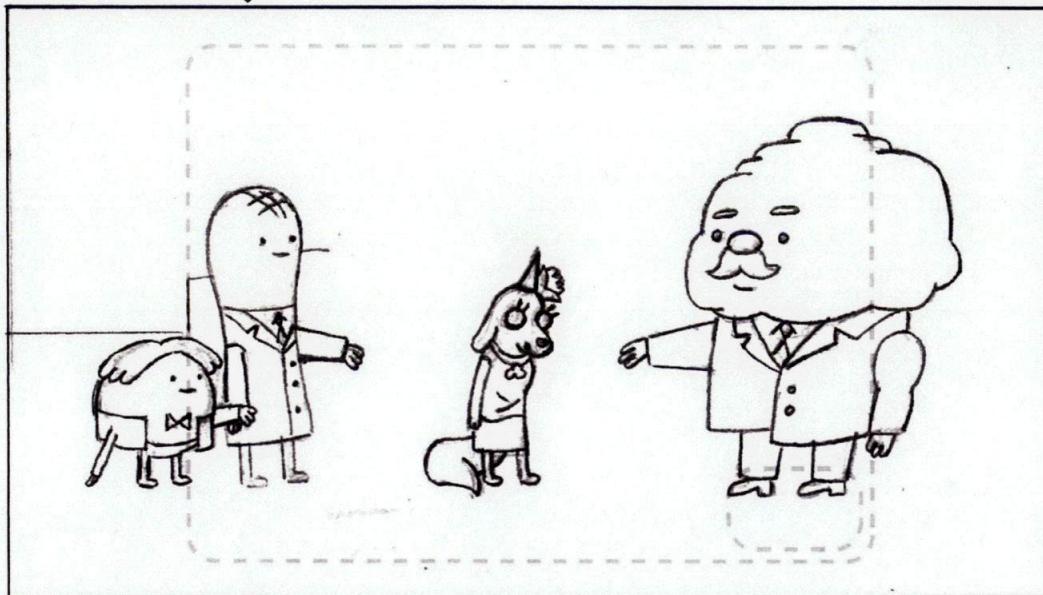
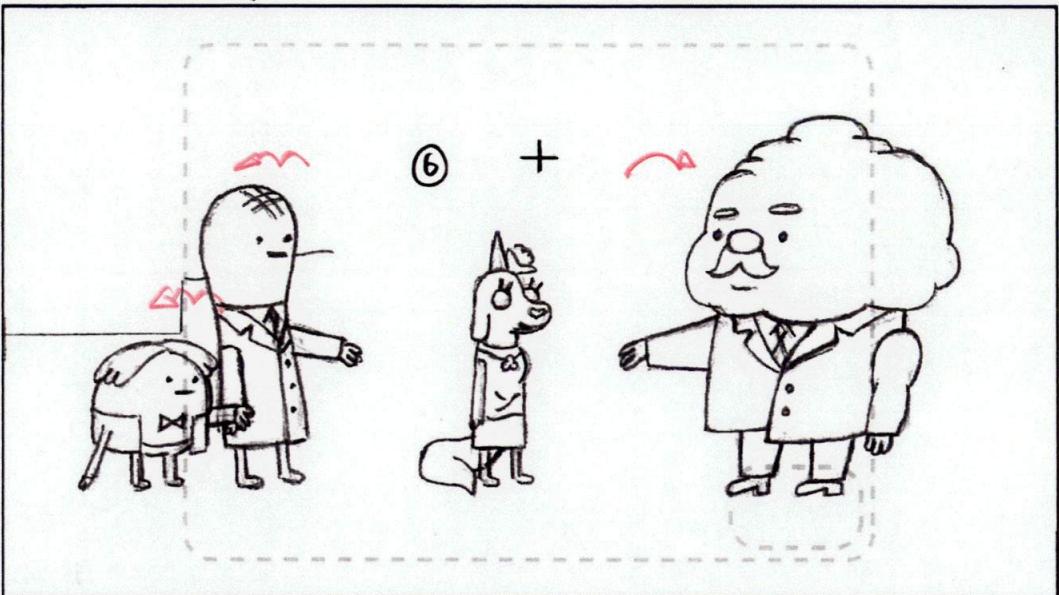
Bg.

day night

Sc. 176 *cont* Pnl. E

Bg.

335A NEXT



Dialog:

All of Jake's hands (O/S): CLAPPING continues . . .

All of Jake's hands (O/S): CLAPPING continues . . .

Action:

Crunchy / CP / Mr. C step aside.

Viola bows.

JUN 09 2015

Timing:

See 335A for Extra poses

Production :

1034-223

EPIISODE #

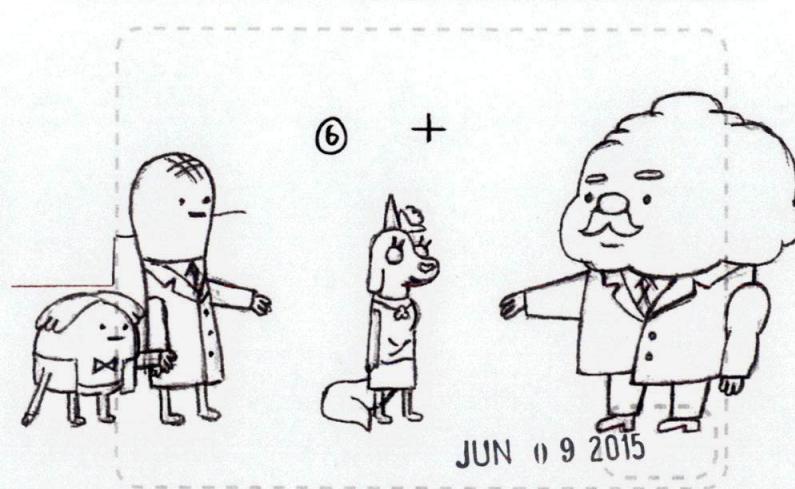
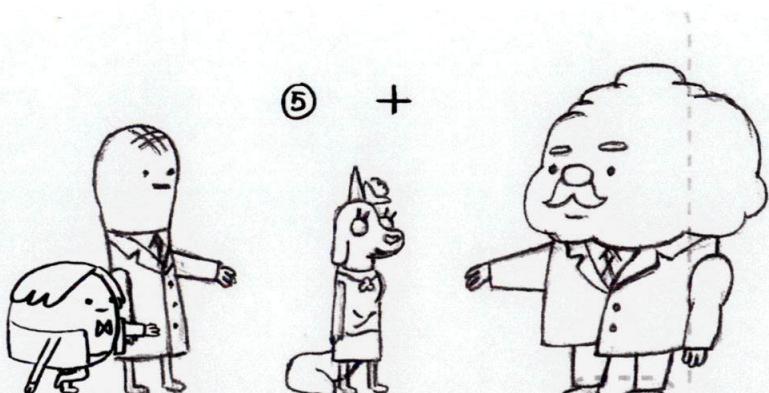
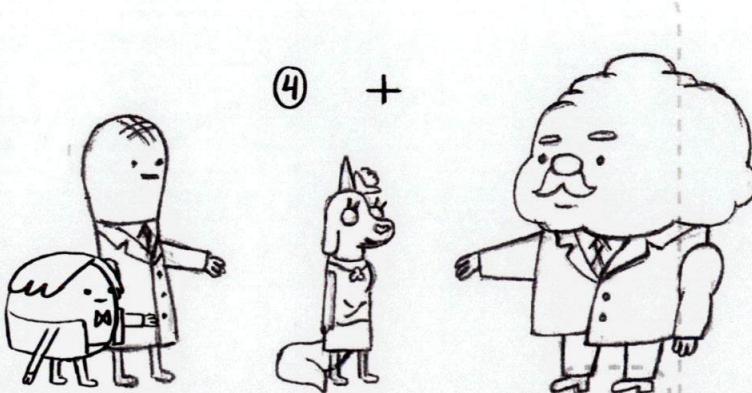
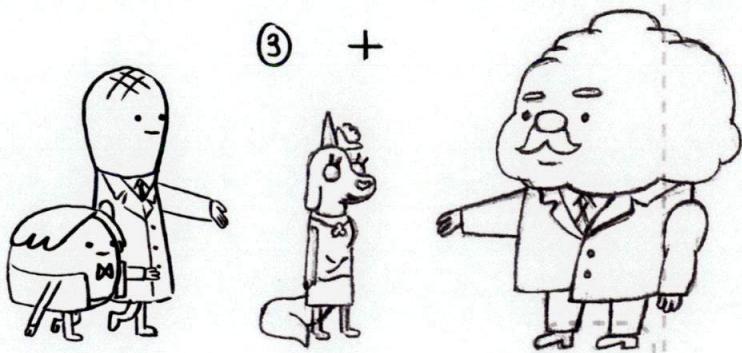
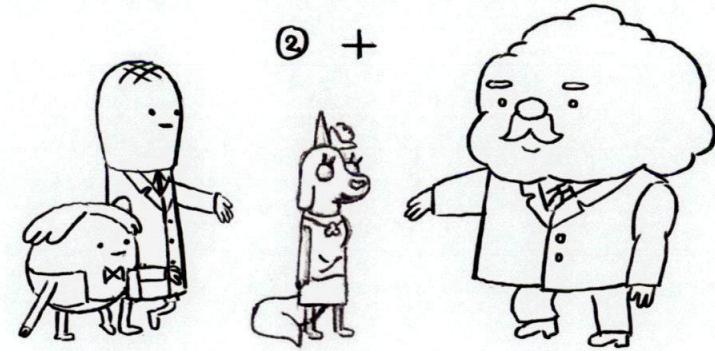
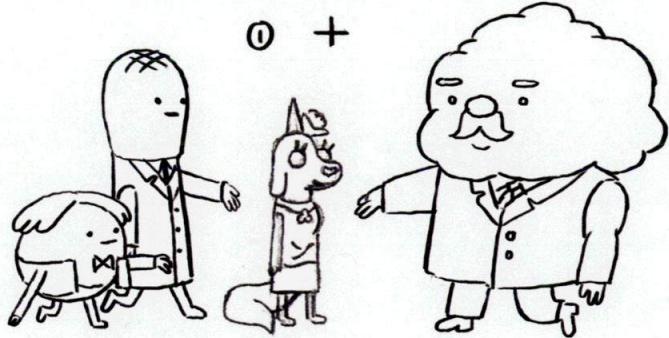
1034 / 223

ADVENTURE TIME



Poses for Sc. 176 Pnl. D

Page 335A
936NEXT



EPISODE # 1034-223

Production:

1034 / 223

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ADVENTURE TIME



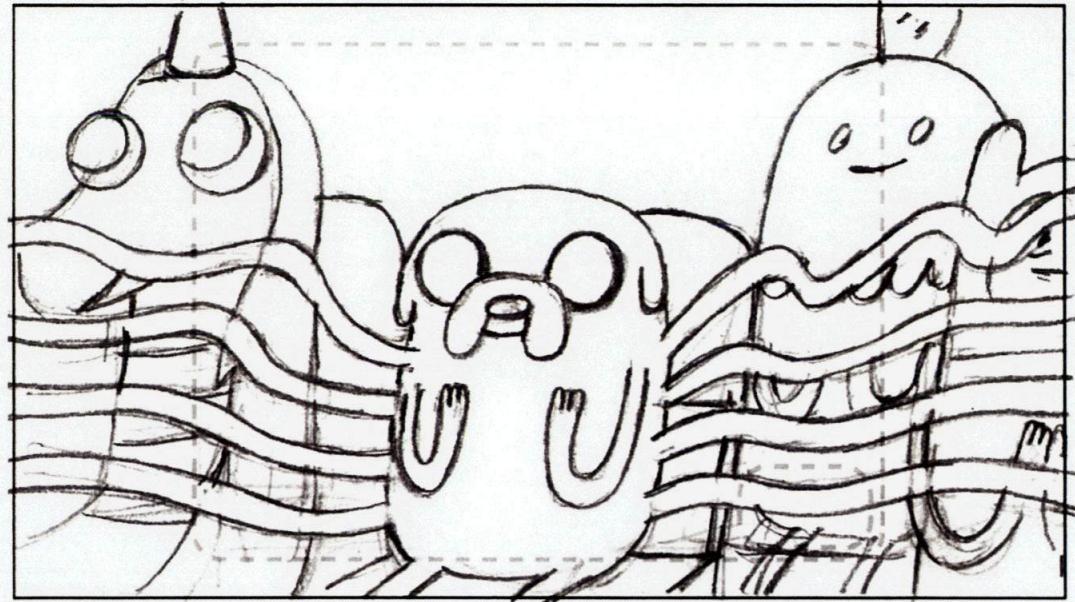
Page 336

Sc. 177

Pnl. A

Bg.

day night

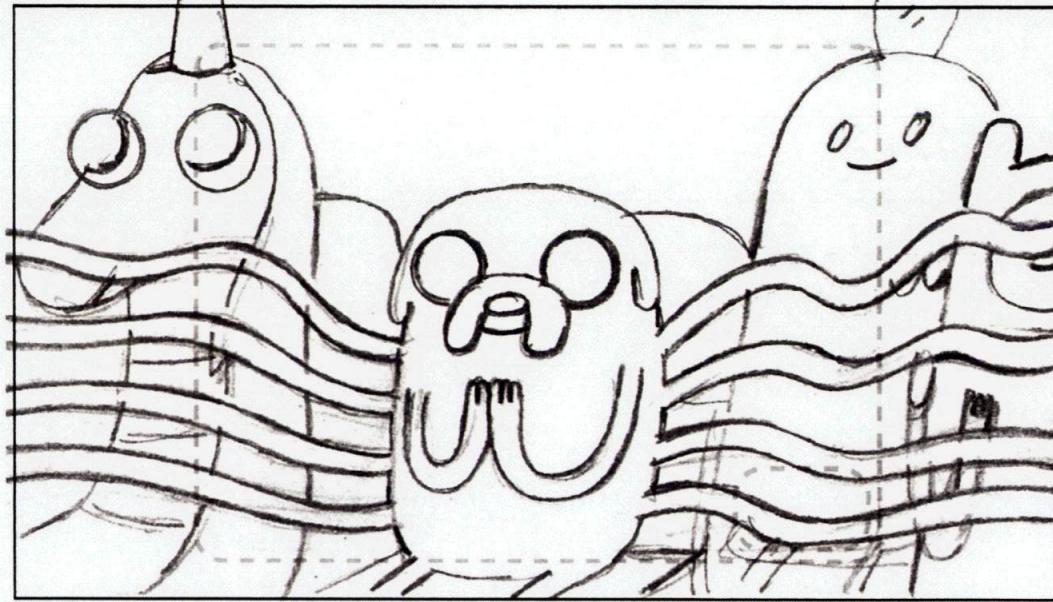


Sc. 177 cont

Pnl. B

Bg.

day night



Dialog:

All of Jake's hands: CLAPPING continues . . .

All of Jake's hands: CLAPPING continues . . .

Action:

Close on Jake.

Timing:

JUN 09 2015

Production :

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ADVENTURE TIME



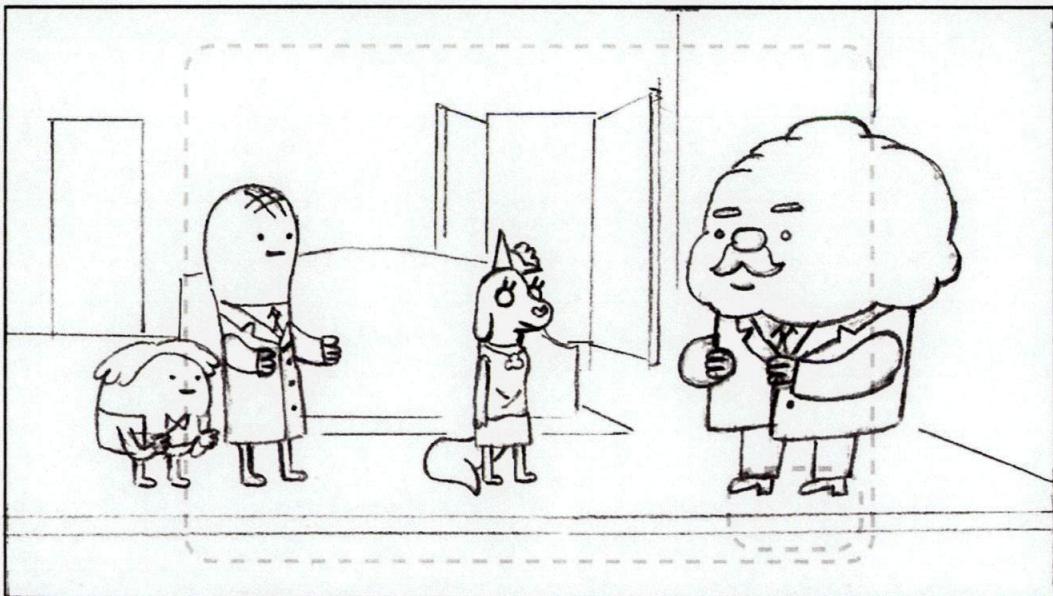
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Page _____

Sc. 178

Pnl. A

Bg.

day night

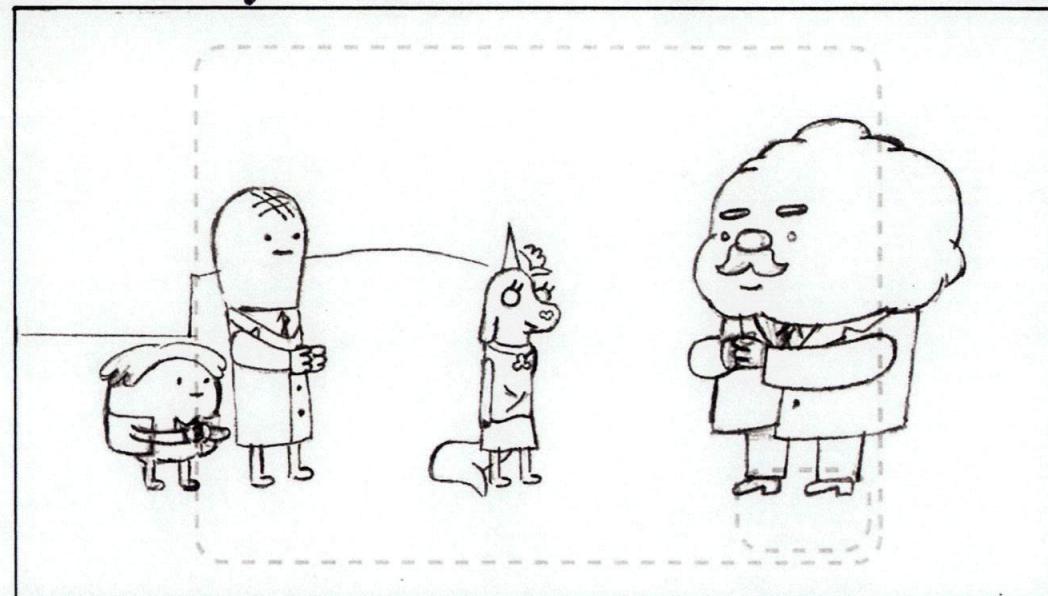


Sc. 178 *cont*

Pnl. B

Bg.

day night



1034/223

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Dialog:

Everyone claps (Jake, audience, cast members) ...

Everyone claps (Jake, audience, cast members) ...

Action:

The other cast members are now applauding Viola.

JUN 09 2015

Timing:

EPISODE #

Production :

1034-223

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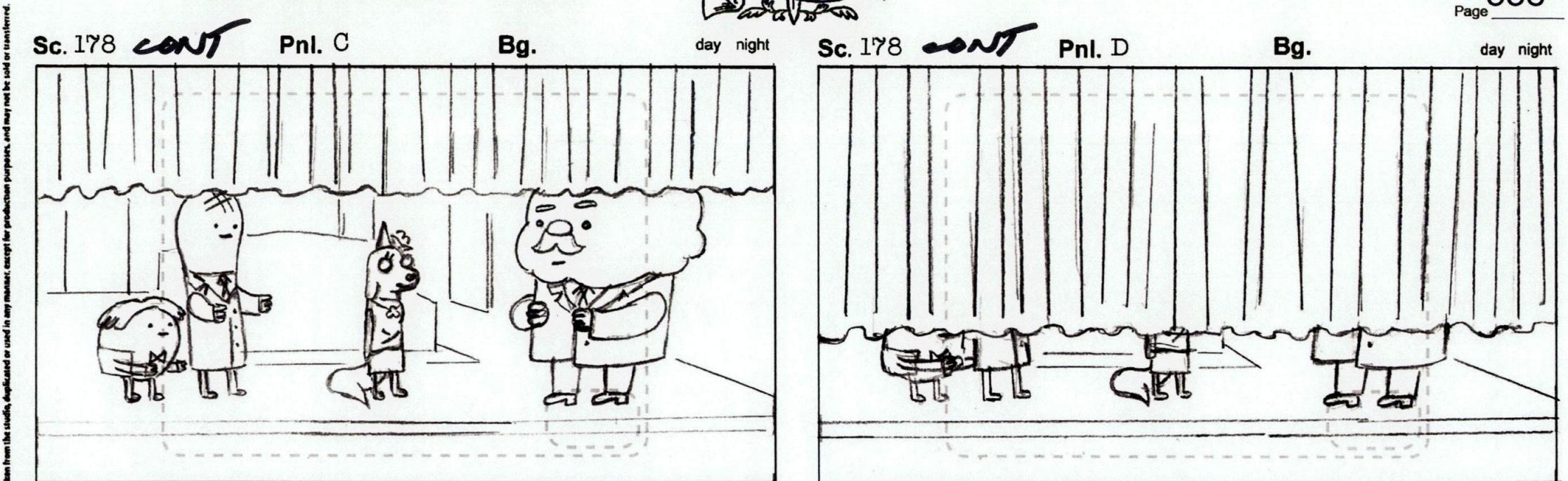
1034/223

ADVENTURE TIME



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Page _____

1034 / 223



Dialog:

Everyone claps (Jake, audience, cast members)...

Everyone claps (Jake, audience, cast members)...

Action:

The curtain comes down.

JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

ADVENTURE TIME



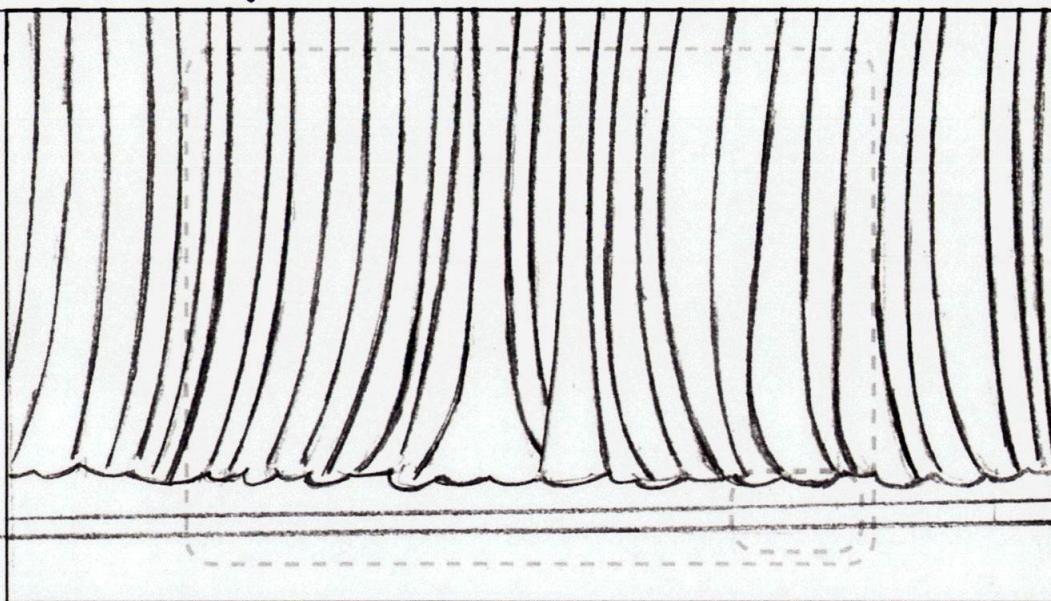
Page 339

Sc. 178 *cont*

Pnl. E

Bg.

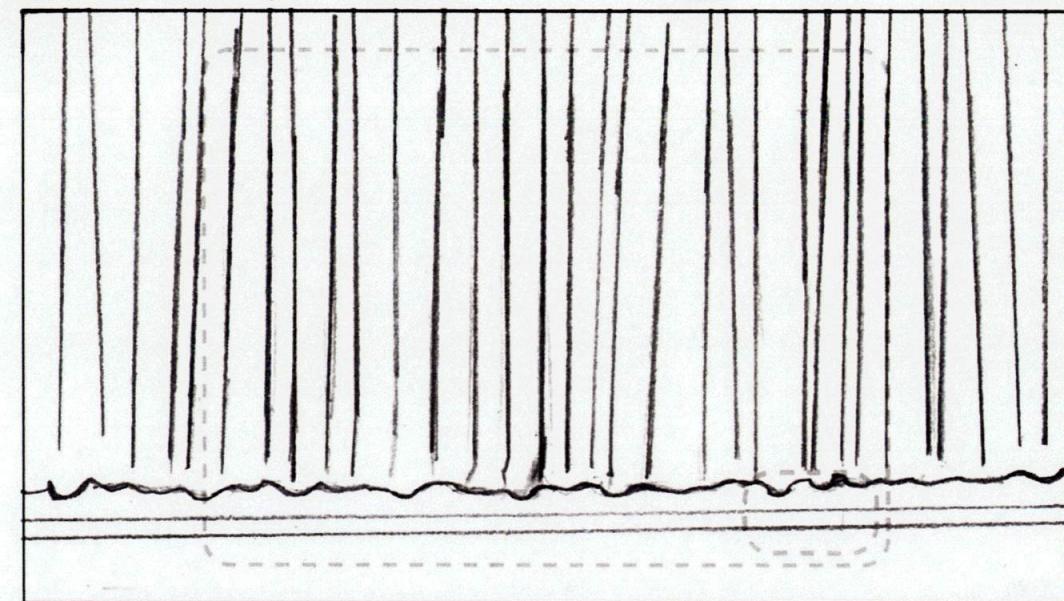
day night

Sc. 178 *cont*

Pnl. F

Bg.

day night



Dialog:

Everyone claps (Jake, audience, cast members) ...

Everyone claps (Jake, audience, cast members) ...

Action:

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



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Page _____

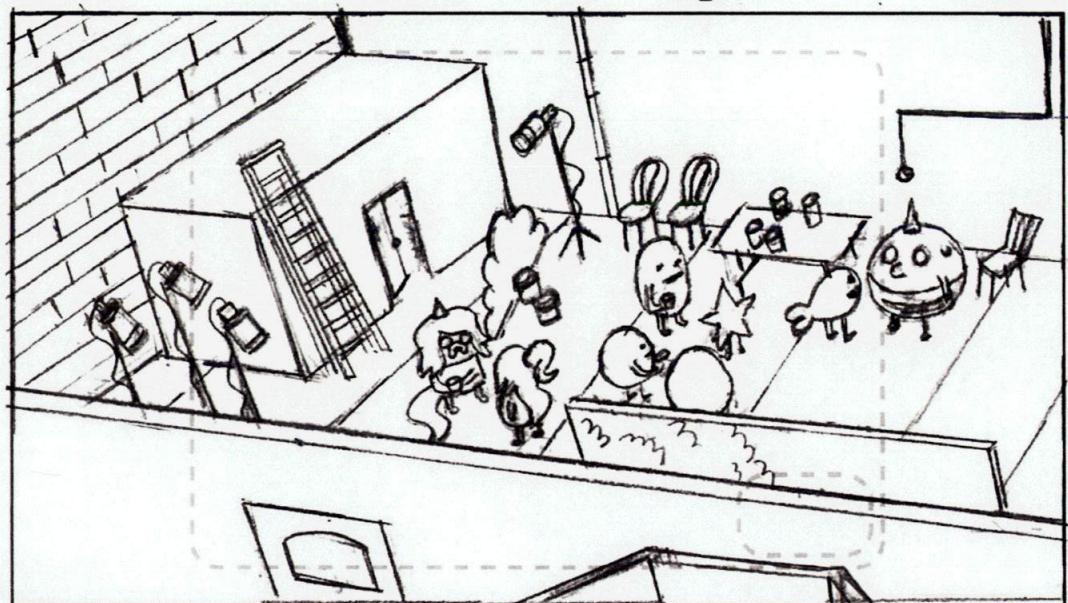
1034/223

Sc. 179

Pnl. A

Bg.

day night



Sc. 180

Pnl. A

Bg.

day night



Dialog:

SFX: General murmuring, chatting.

Jake: You were great, kid!

Action: Wide shot of backstage, after the show.

In the star's dressing room.

JUN 09 2015

Timing:

Production :

1034-223

EPISODE #

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ADVENTURE TIME



341
Page _____

Sc. 180 *cont*

Pnl. B

Bg.

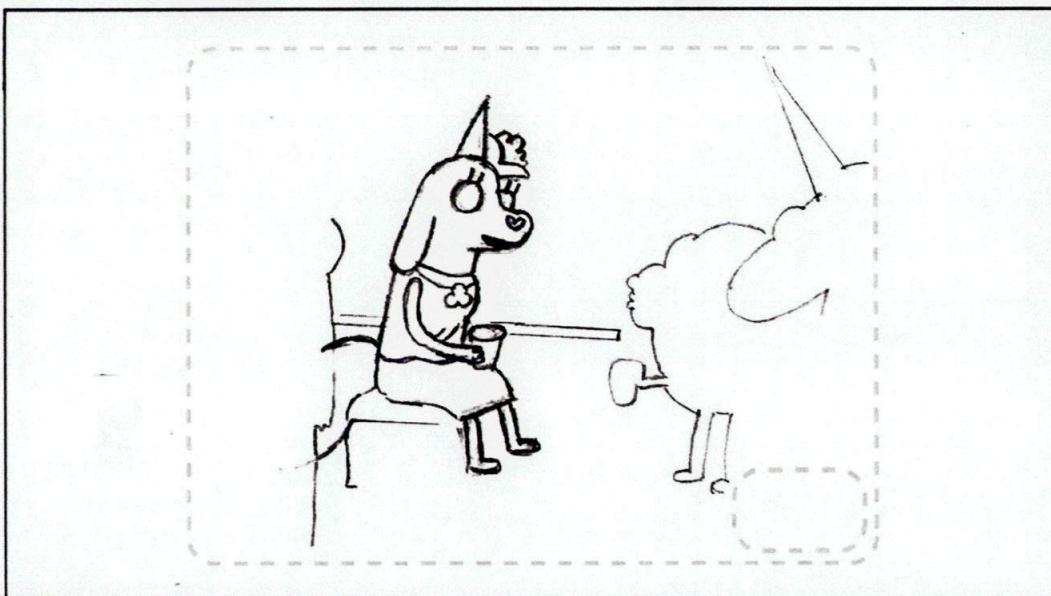
day night

Sc. 180 *cont*

Pnl. C

Bg.

day night



Dialog:

Viola: Aw, thanks! But ---

Viola: --- it's not as if I wrote the play. That ---

SFX: * SLAM *

Action:

JUN 09 2015

Timing:

Production :

EPISODE #

1034-223

1034/223

ADVENTURE TIME



342
Page

Sc. 180 cont

Pnl. D

Bg.

day night



Sc. 180 cont

Pnl. E

Bg.

day night



Dialog:

Viola: --- was . . . [she trails off]

Action:

Viola turns, and sees LSP entering.

The others turn and see LSP.

JUN 09 2015

Timing:

Production :

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1034 / 223

ADVENTURE TIME



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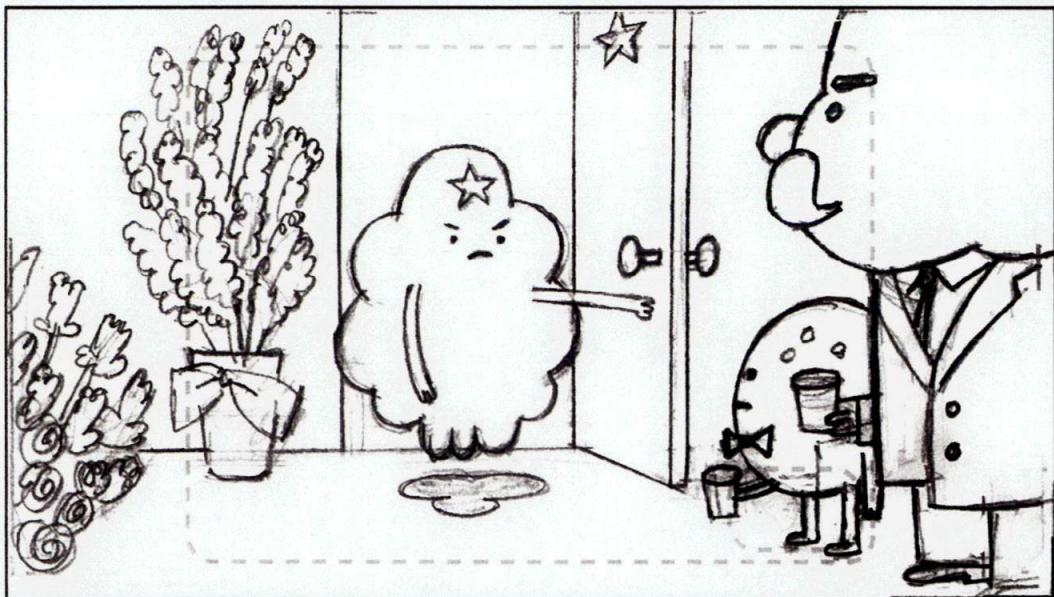
1034/223

Sc. 181

Pnl. A

Bg.

day night

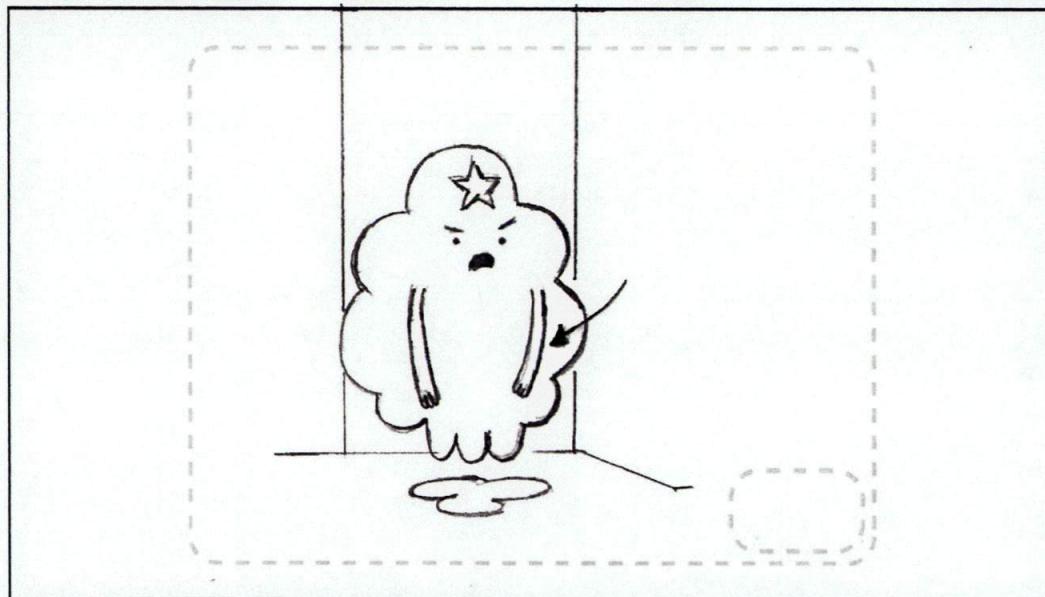


Sc. 181 *cont*

Pnl. B

Bg.

day night



Dialog:

LSP: I should be mad...

Action:

— LSP looks intense and thoughtful.

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



Page 344

Sc. 181 *cont*

Pnl. C

Bg.

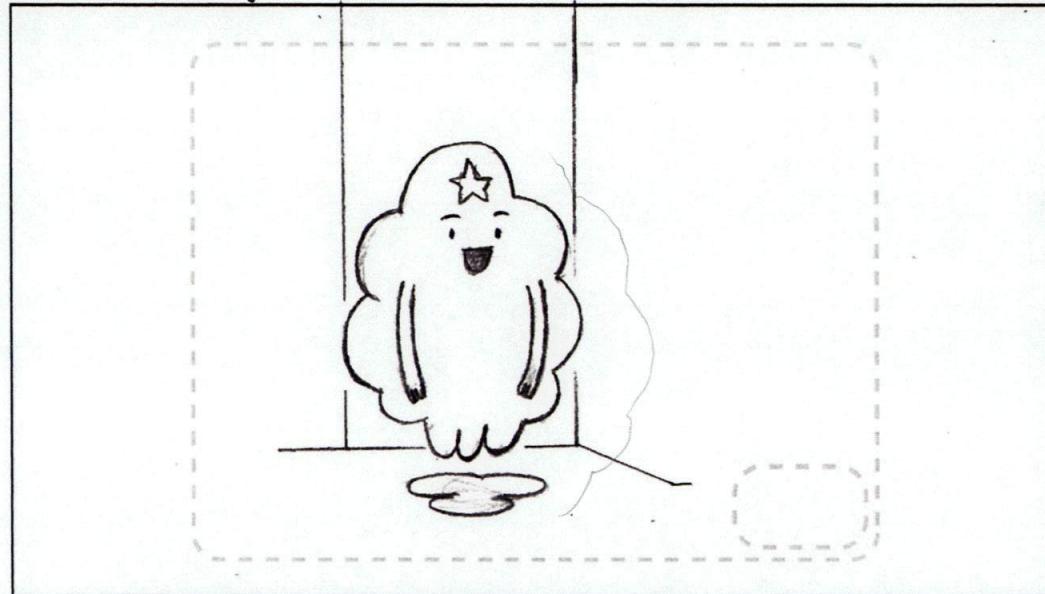
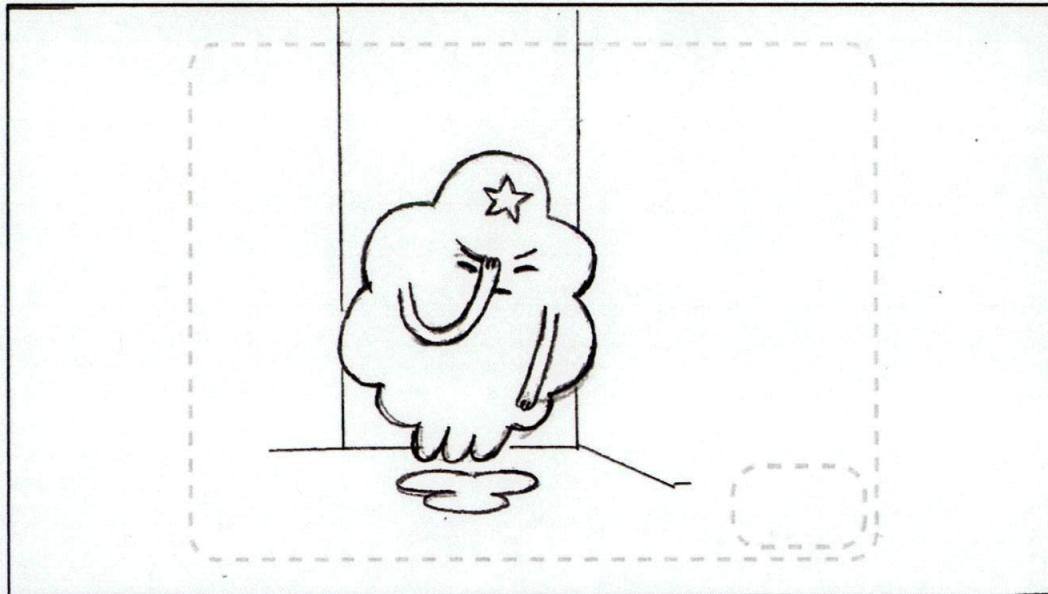
day night

Sc. 181 *cont*

Pnl. D

Bg.

day night



Dialog:

• • •

LSP: ... but you were ...

Action:

LSP looks down dramatically for a beat.

LSP brightens up ...

Timing:

JUN 09 2015

Production :

EPISODE # 1034-223

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ADVENTURE TIME



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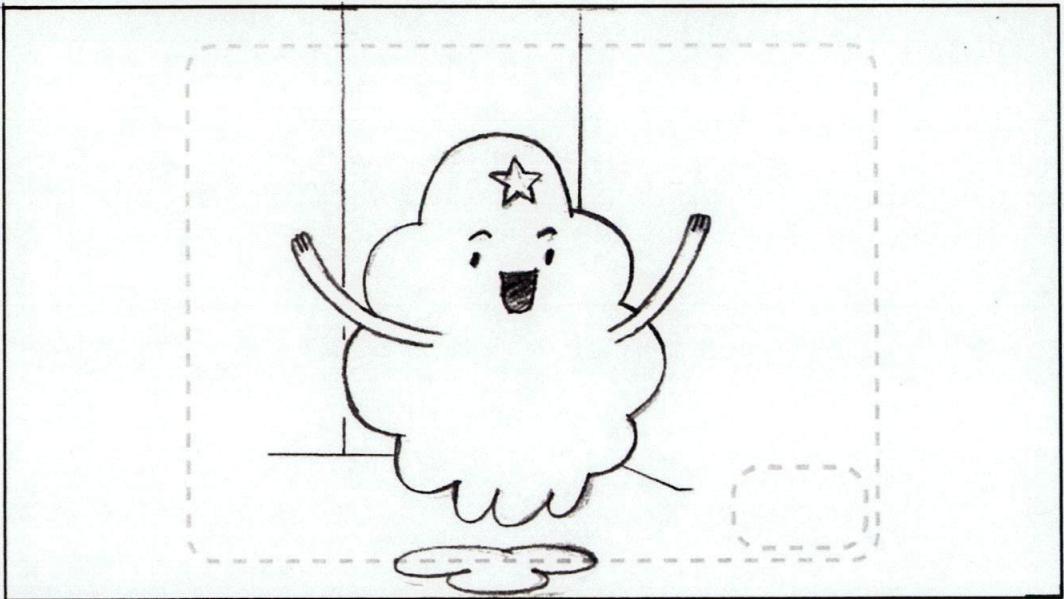
1034/223

Sc. 181 *cont*

Pnl. E

Bg.

day night

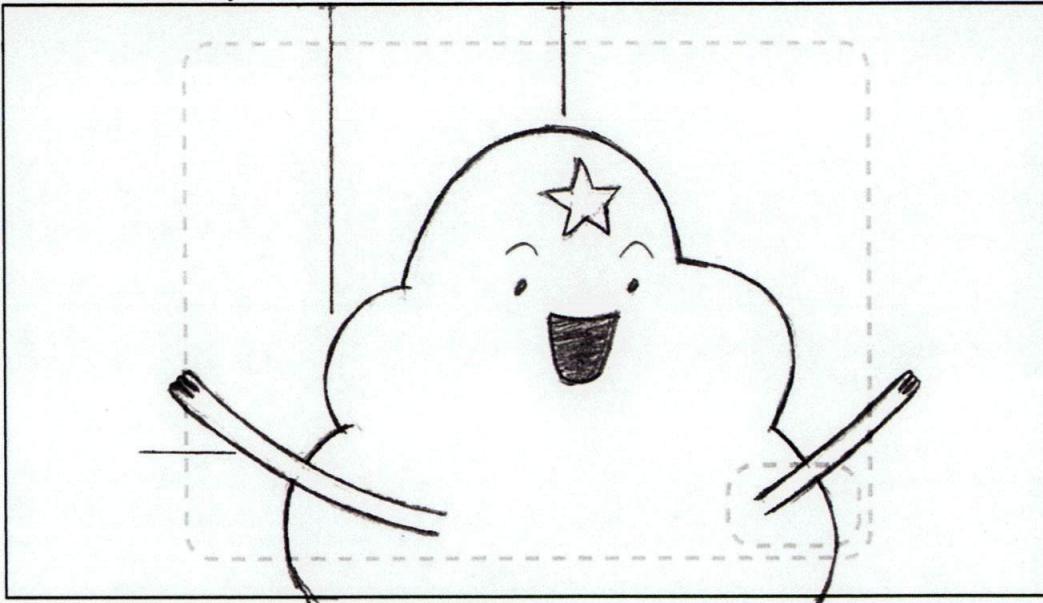


Sc. 181 *cont*

Pnl. F

Bg.

day night



Dialog:

LSP: ... SO ...

LSP: ... AMAZING! !!

Action:

... then she looks really pleased!

Timing:

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Production :

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1034/223

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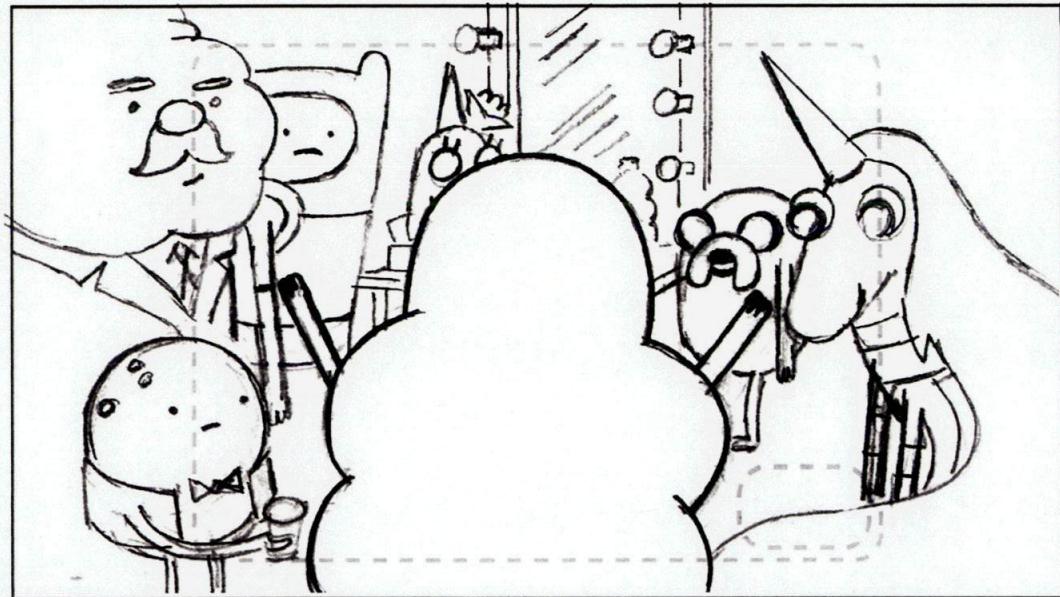
Page 346

Sc. 182

Pnl. A

Bg.

day night

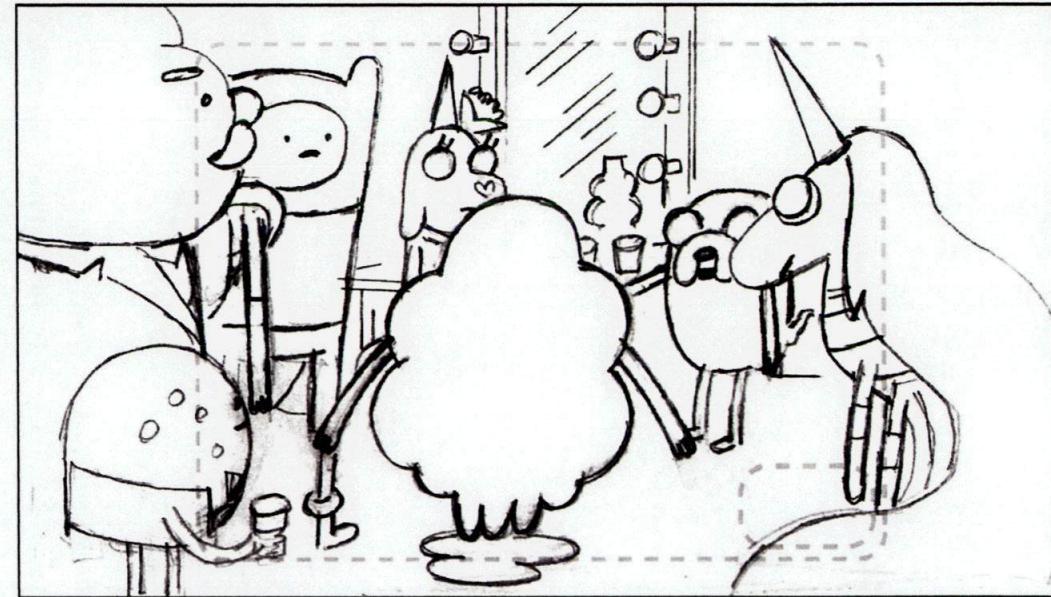


Sc. 182 *cont*

Pnl. B

Bg.

day night



Dialog:

Jake: she's quite ...

Jake: ... the actress ...

Action:

Timing:

JUN 09 2015

EPISODE #

Production :

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1034-223

1034/223

ADVENTURE TIME



Page 347

Sc. 183

Pnl. A

Bg.

day night



Sc. 183 *cont*

Pnl. B

Bg.

day night



Dialog:

LSP: WHAT- No, the acting was fine,

LSP: --- but THE RAIN!

Action:

Timing:

JUN 09 2015

Production :

EPISODE #

1034-223

1034/223

ADVENTURE TIME



Page 348

Sc. 183 *cont*

Pnl. C

Bg.

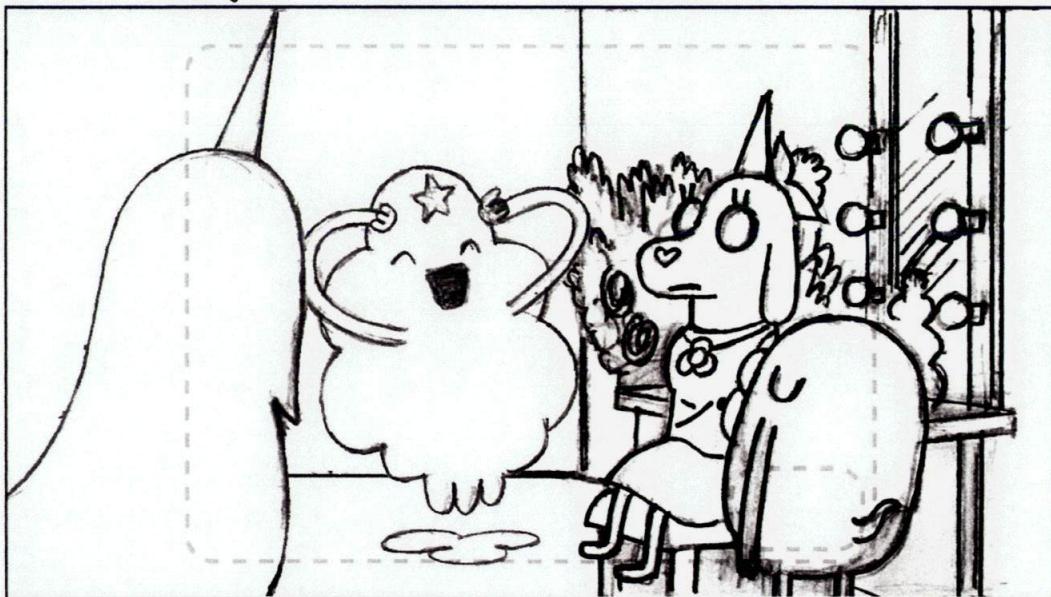
day night

Sc. 183 *cont*

Pnl. D

Bg.

day night

**Dialog:**LSP: IT LOOKEDLSP:

SO REAL ON THE OVERCOATS!

Action:**Timing:**

JUN 09 2015

Production :

EPISODE #

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ADVENTURE TIME



Page 349

1034/223

Sc. 183 cont

Pnl. E

Bg.

day night

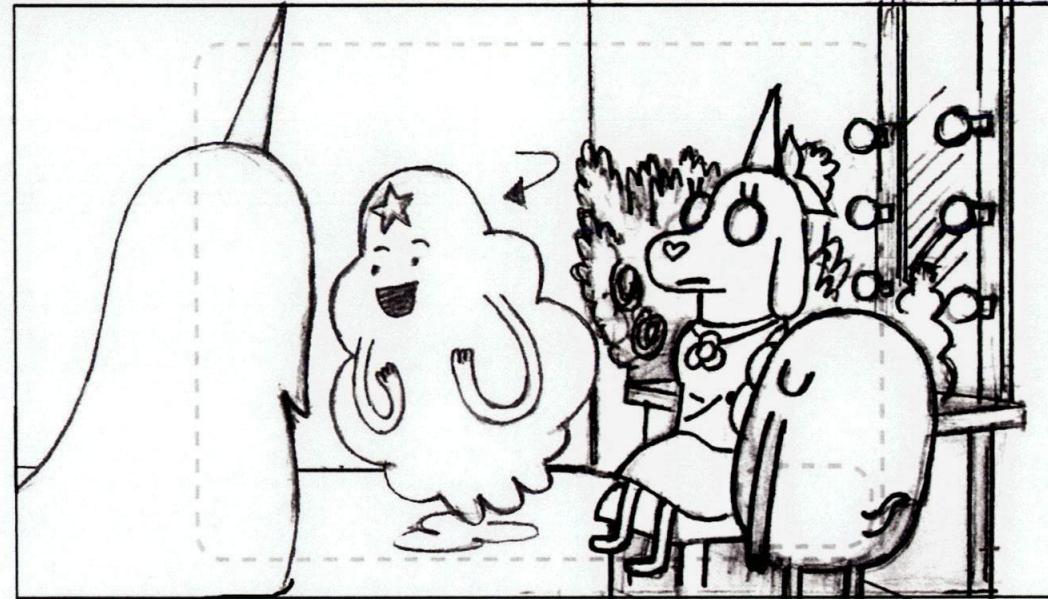


Sc. 183 cont

Pnl. F

Bg.

day night



Dialog:

LSP: HOW DID YOU DO IT?

LSP: THIS PLAY - -

Action:

Timing:

JUN 09 2015

Production :

EPISODE # 1034-223

1034/223

ADVENTURE TIME



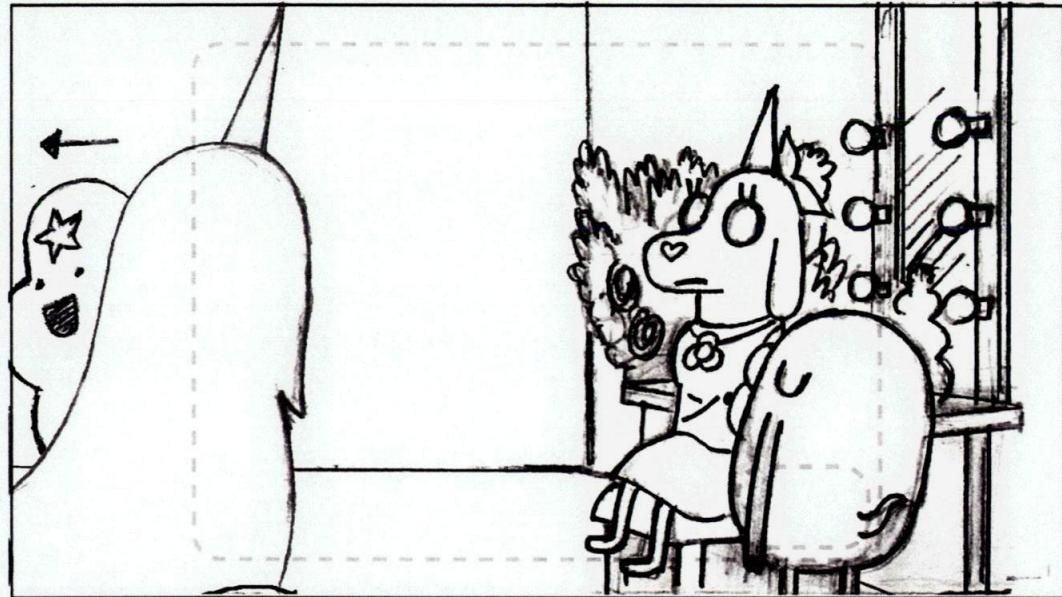
Page 350

Sc. 183 ~~cont~~

Pnl. G

Bg.

day night

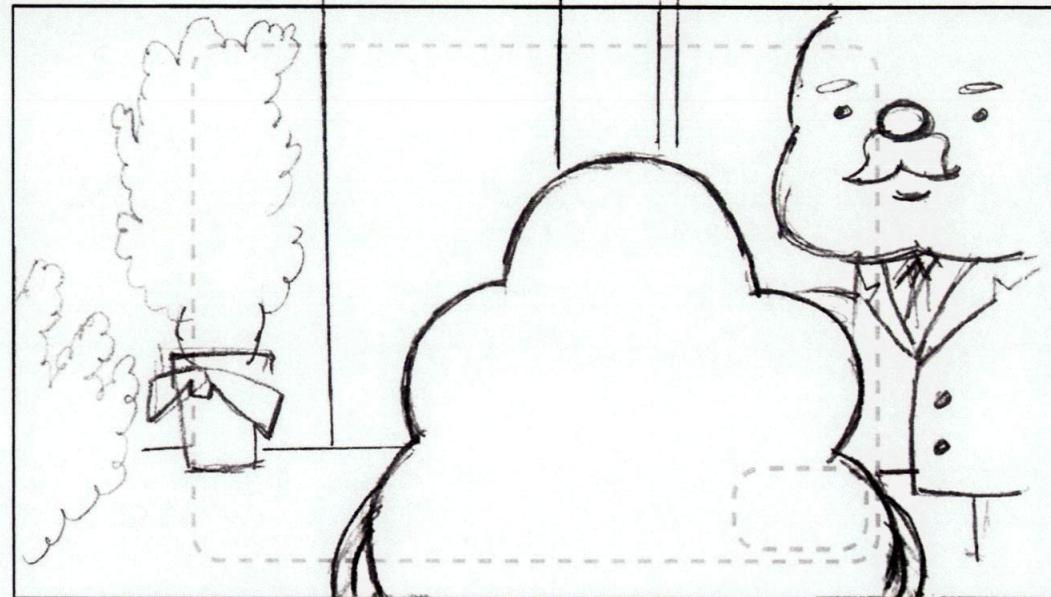


Sc. 184

Pnl. A

Bg.

day night



Dialog:

- - - LSP: is gonna

Action:

[LSP exit]

[Start pose]

Timing:

JUN 09 2015

Production :

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ADVENTURE TIME



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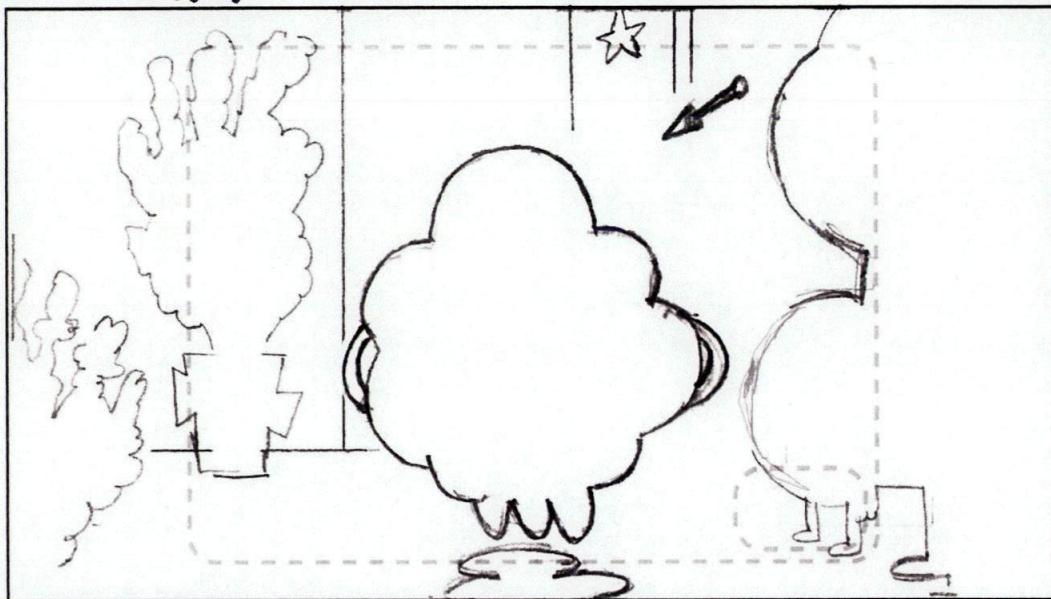
1034/223

Sc. 184 *cont*

Pnl. B

Bg.

day night

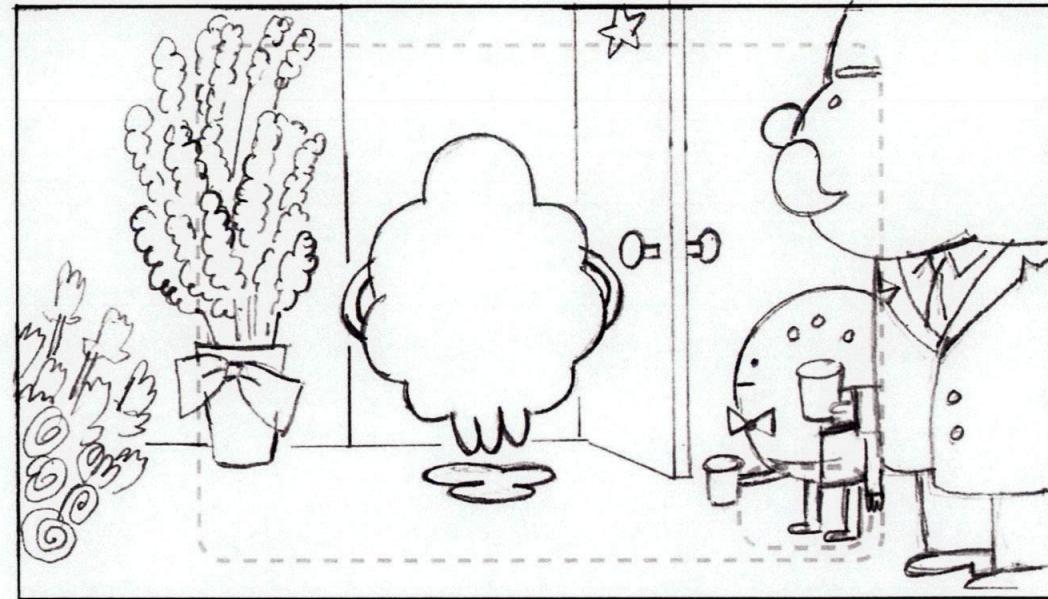


Sc. 184 *cont*

Pnl. C

Bg.

day night



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Dialog:

LSP: --- RUN FOR ---

LSP: 20

JUN 09 2015

Action:

Production :

Timing:

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ADVENTURE TIME



Page 352

Sc. 184 *cont*

Pnl. D

Bg.

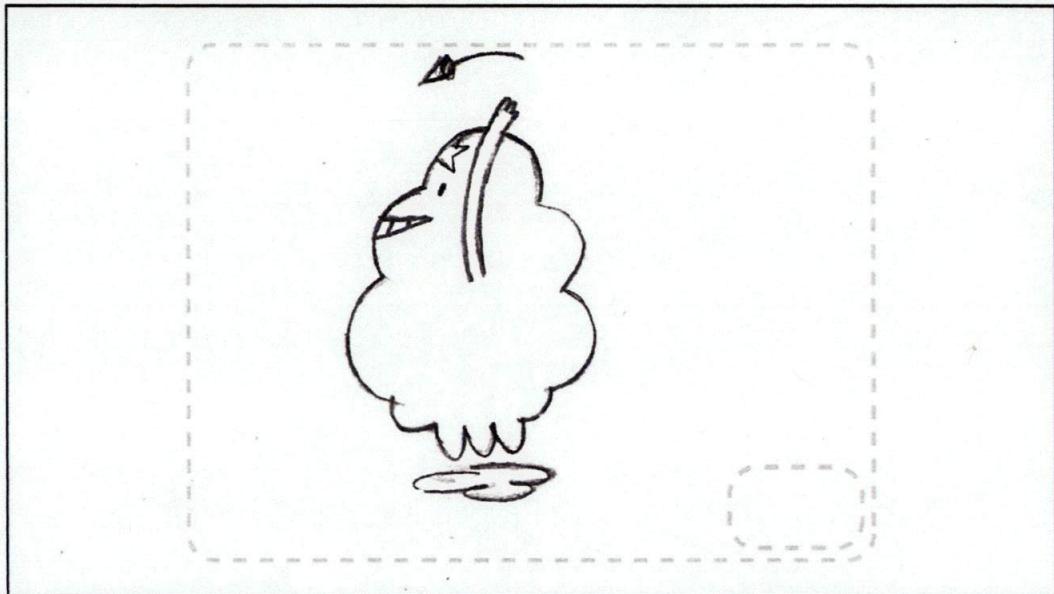
day night

Sc. 184 *cont*

Pnl. E

Bg.

day night



Dialog:

LSP: YEARS!

Action:

LSP spins around happily, on her way out the door.

JUN 09 2015

Timing:

Production :

ADVENTURE TIME

Page 353Sc. 184 *cont*

Pnl. F

Bg.

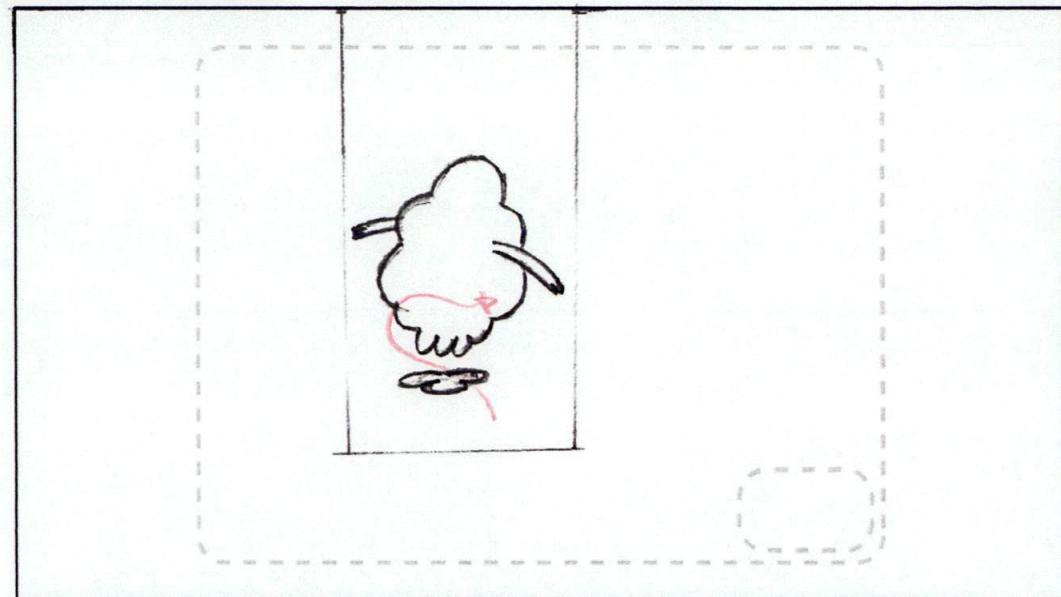
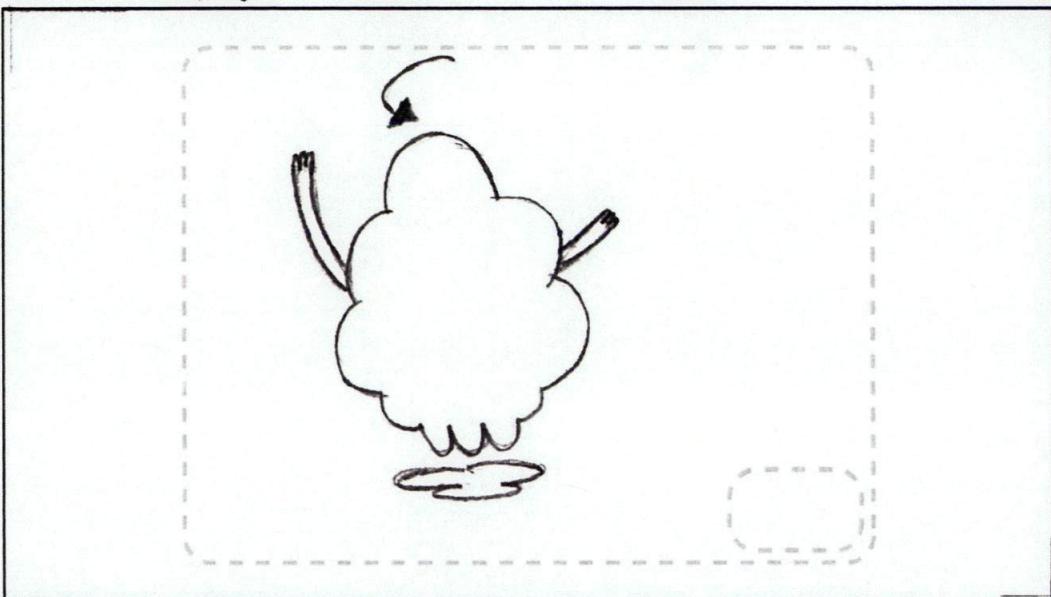
day night

Sc. 184 *cont*

Pnl. G

Bg.

day night



Dialog:

LSP : HA HA HA HA

JUN 09 2015

Action:

Production :

Timing:

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1034, 436

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ADVENTURE TIME



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Sc. 184 ~~cont~~

Pnl. H

Bg.

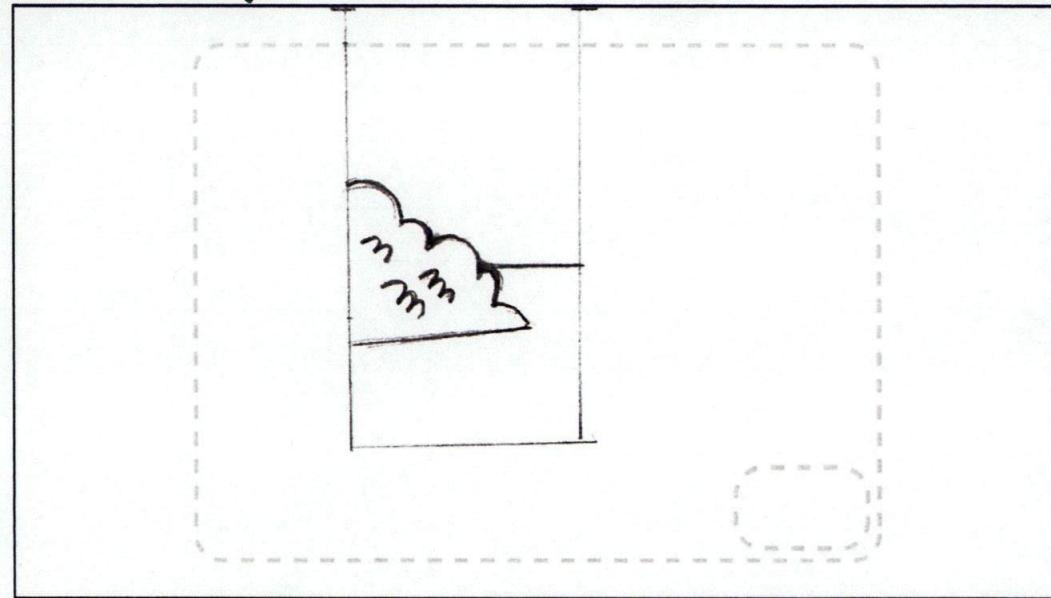
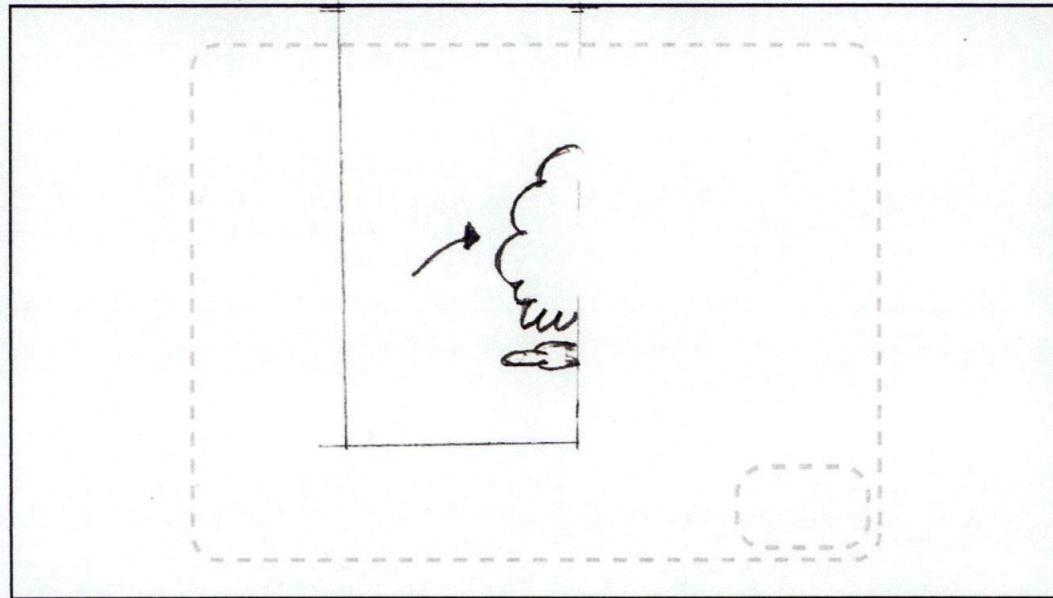
day night

Sc. 184 ~~cont~~

Pnl. I

Bg.

day night



Dialog:

LSP: <laughing>

Action:

(Seen through the door is a scenery flat -- it's a bush for a garden.)

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



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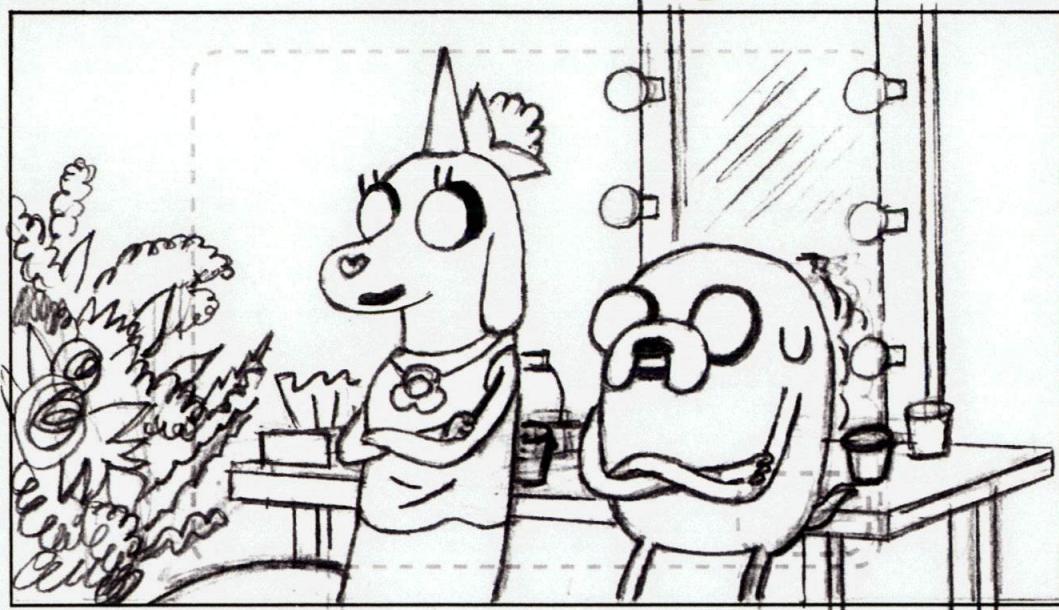
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Sc. 185

Pnl. A

Bg.

day night



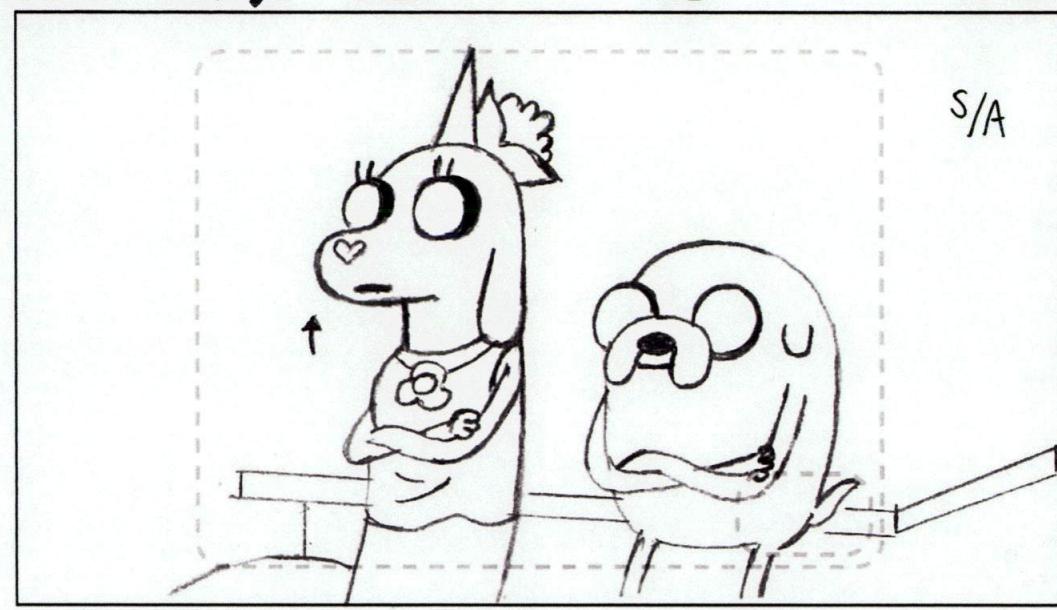
Sc. 185

cont

Pnl. B

Bg.

day night



1034-223

EPISODE #

Production :

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Dialog:

Viola: Heh heh.

Jake: Heh heh.

Action:

Viola and Jake look after LSP.

Viola thinks. (She decides to come clean.)

JUN 09 2015

Timing:

1034/223

ADVENTURE TIME

Page 356Sc. 185 *cont*

Pnl. C

Bg.

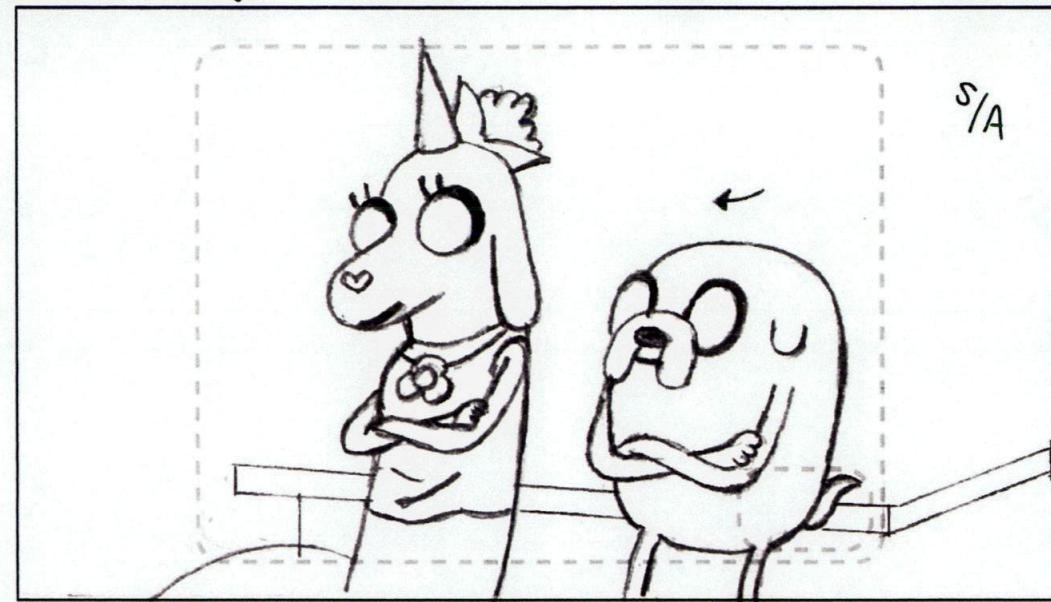
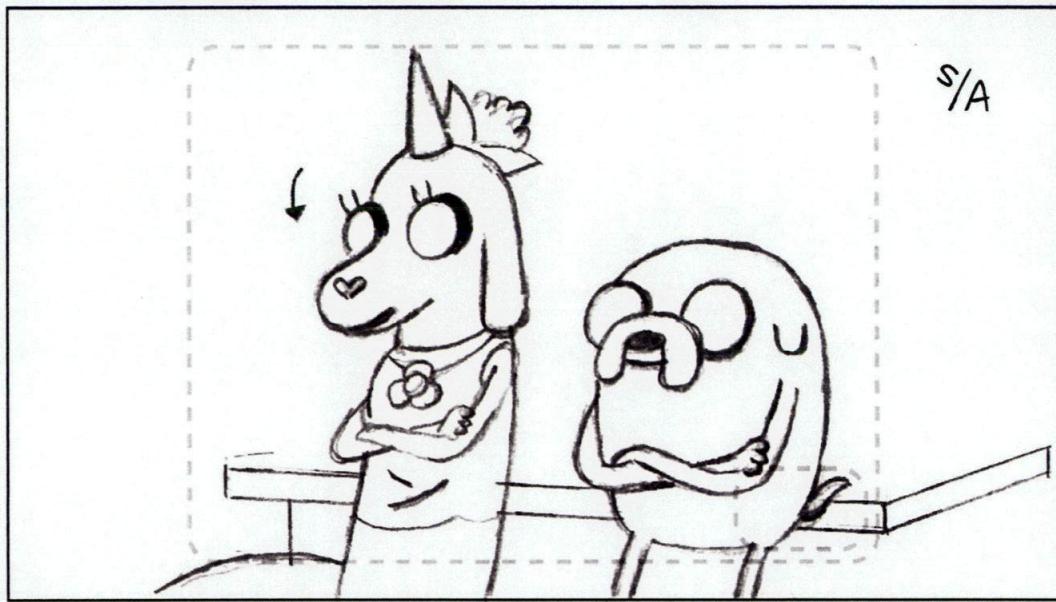
day night

Sc. 185 *cont*

Pnl. D

Bg.

day night

**Dialog:**Viola: That was my job, actually . . .Viola: . . . putting raindrops on the overcoats.**Action:**

JUN 09 2015

Timing:

Production :

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ADVENTURE TIME



Page 357

Sc. 185 *cont*

Pnl. E

Bg.

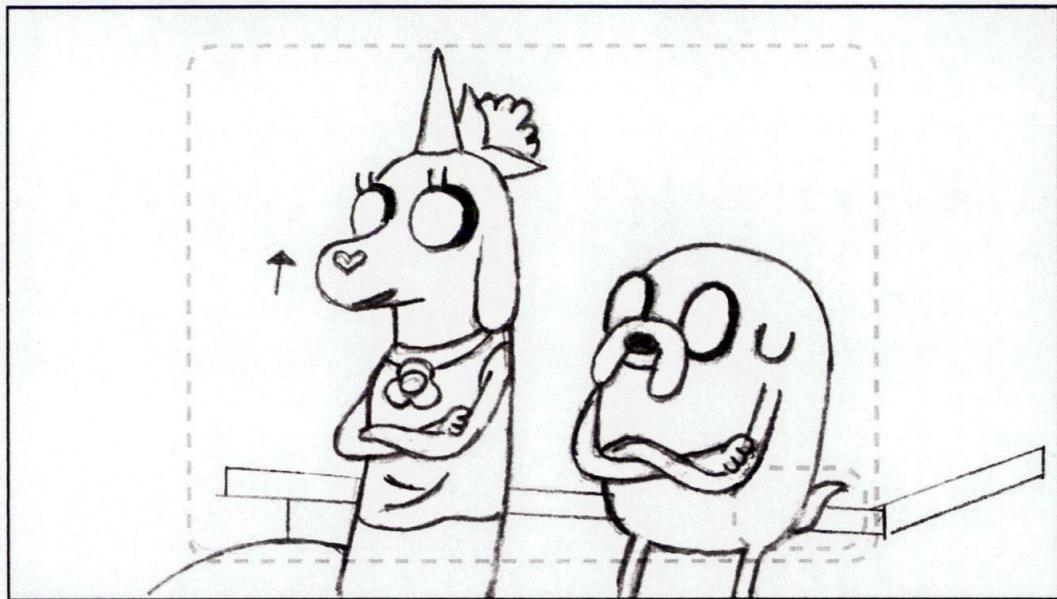
day night

Sc. 185 *cont*

Pnl. F

Bg.

day night



Dialog:

Viola: I only went on stage as A LAST
MINUTE REPLACEMENT.

Jake: You mean you did the special

Action:

JUN 09 2015

Timing:

Production :

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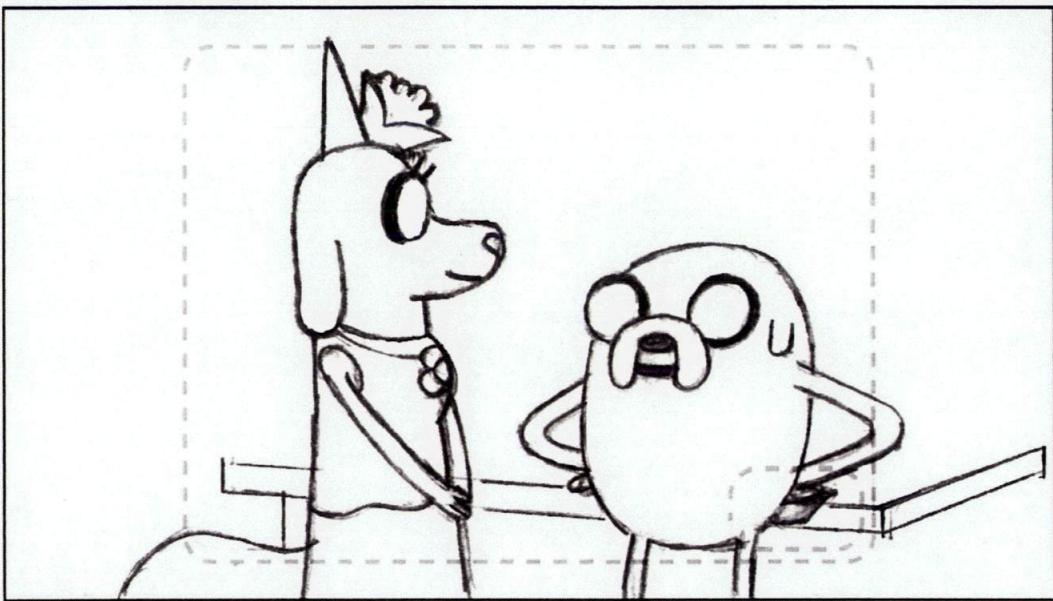
Sc.185

cont

Pnl. G

Bg.

day night



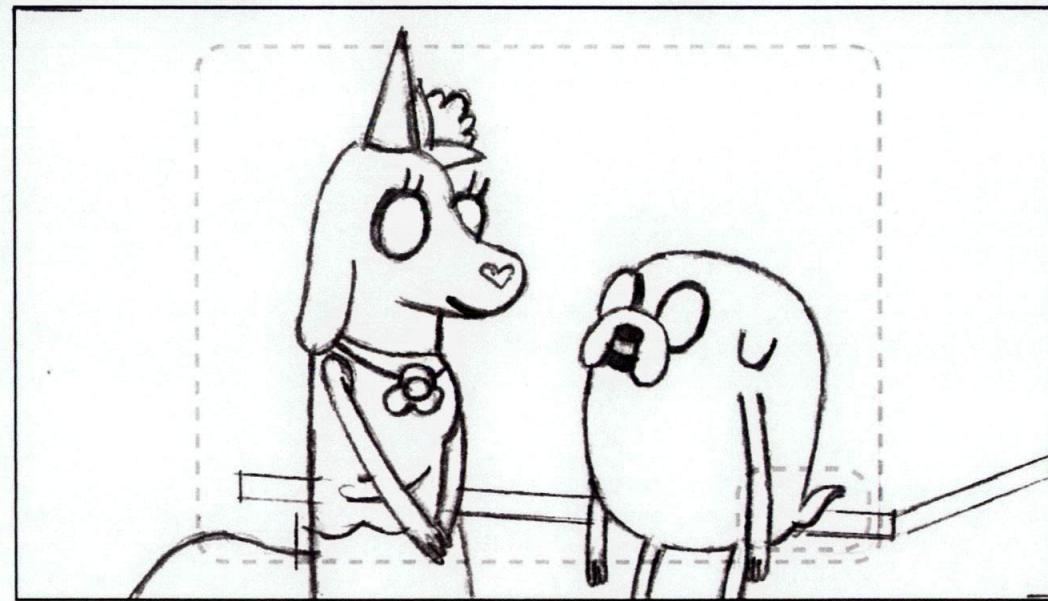
Sc.185

cont

Pnl. H

Bg.

day night



Dialog:

Jake: effects?

Jake: You're ---

Action:

JUN 09 2015

Timing:

Production :

1034/223

EPISODE # 1034-223

1034/223

ADVENTURE TIME



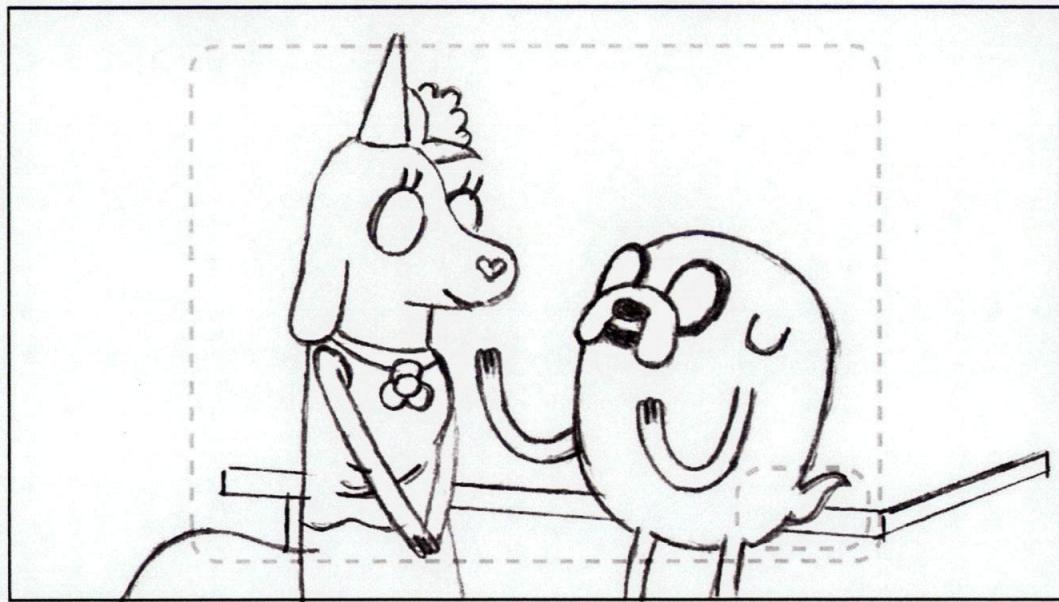
Page 359

Sc. 185 cont

Pnl. I

Bg.

day night

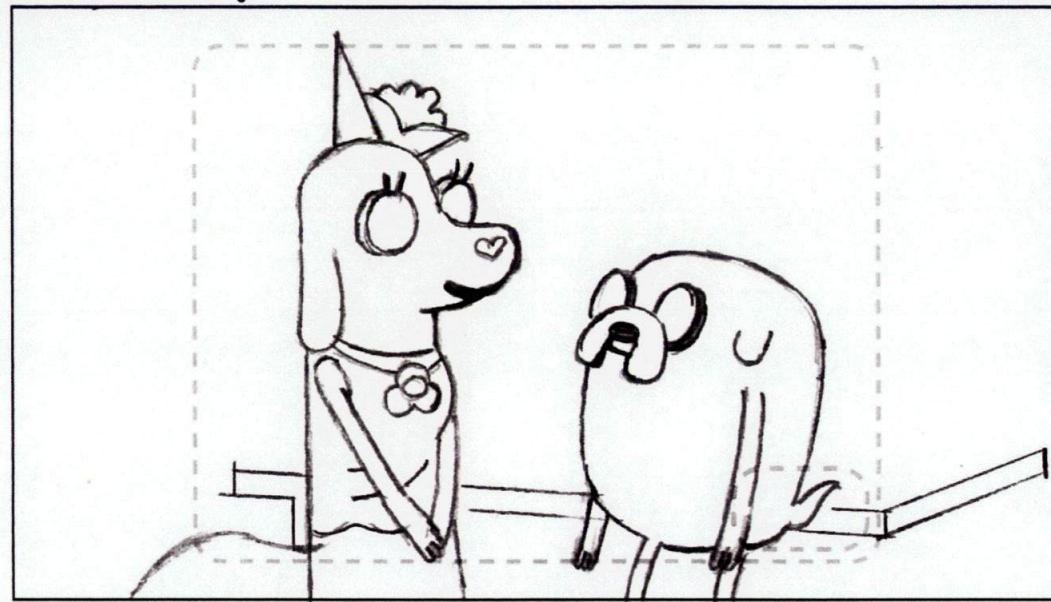


Sc. 185 cont

Pnl. J

Bg.

day night



Dialog:

Jake: --- amazing, kid!Viola: Aw . . . you're amazing, Dad!

Action:

JUN 09 2015

Timing:

Production :

1034/223

ADVENTURE TIME



Page 360

Sc. 186

Pnl. A

Bg.

day night

Sc. 186 ~~cont~~

Pnl. B

Bg.

day night



Dialog:

Jake (O/S): You're amazing!

Viola: --- you're amazing!

Action: Members of the audience are leisurely walking away from the theater.

~~~THE END~~~

**Timing:**

JUN 09 2015

Production :

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